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AND STRATEGIES**

CHEAT! Vagrant Story, Metal Gear Solid, Driver,
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Z ZIFF DAVIS

August 2000
ISSUE 35



OFFICIAL U.S. PlayStation MAGAZINE

Millionaire Comes Home

TV's Winners & Losers
Rate Regis On PlayStation

25 MUST PLAY GAMES FOR 2000

PLAYSTATION'S BEAUTIFUL PEOPLE

CELEBS YOU'LL BE
PLAYING WITH LATER
THIS YEAR

NEW PREVIEWS

METAL GEAR SOLID 2
FINAL FANTASY IX
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TENCHU 2 • LUNAR 2
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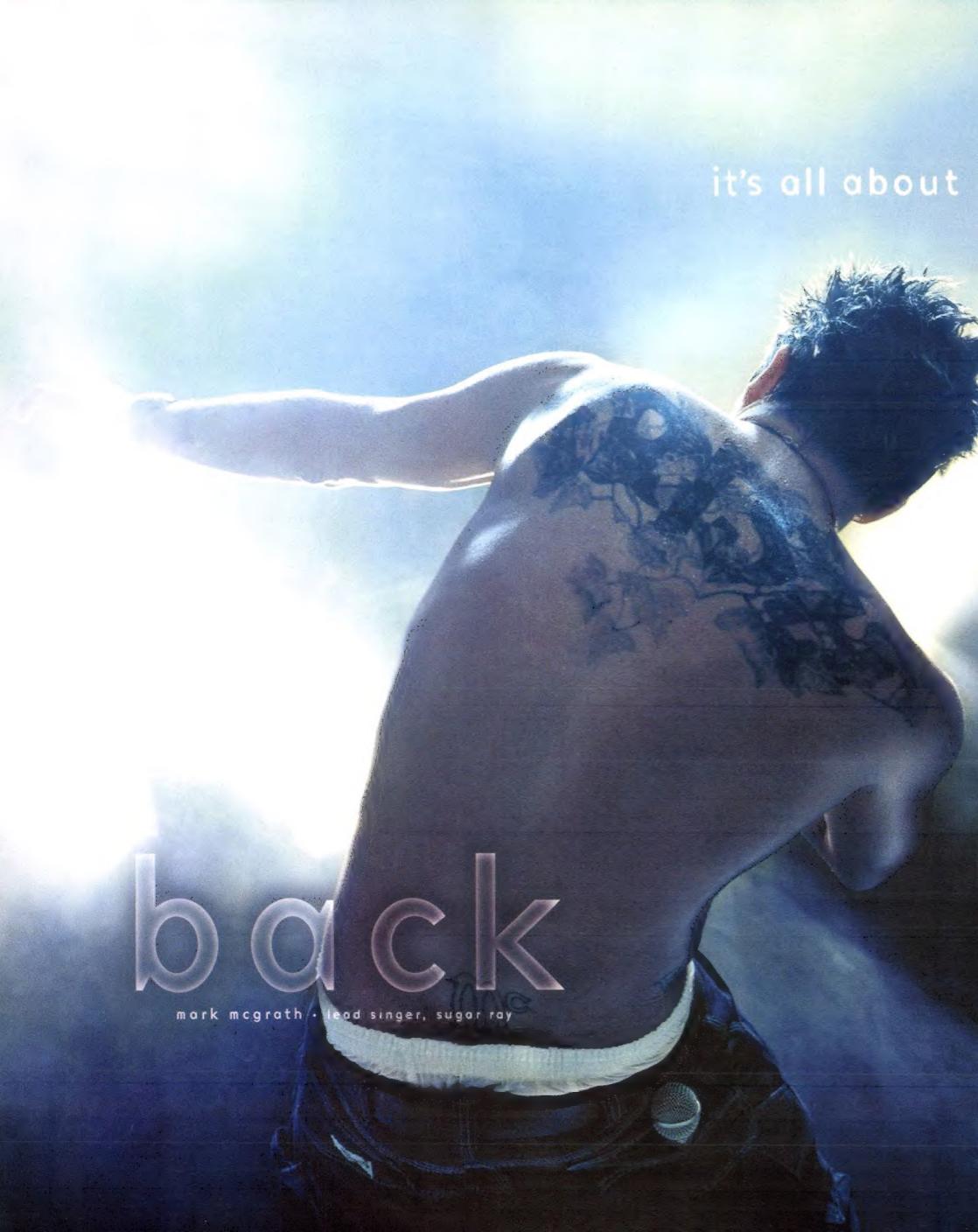
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it's all about

A photograph of a man from behind, looking upwards. He has a large tattoo of the world map on his upper back. He is wearing a dark t-shirt and jeans. A microphone is visible at the bottom right.

back

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CHRIS GORE

Does this guy look familiar? You may have seen him before as a presenter on the FX TV show, *The New Movie Show With Chris Gore*. He makes his second appearance this month as a columnist in our Spin section.

M.L. ELRICK

M.L. Elrick is a reporter for the Detroit Free Press. His work has appeared in *The New York Times*, *Newsday* and *Chicago Magazine*. This month he tackles the political issues and how Pac-Man had a drug problem.



JOHN SCALZI

Our new music critic has written music reviews and features for the *Chicago Sun-Times*, the *San Diego Tribune*, *New City magazine* and the *Fresno Bee*. He also runs GameDad.com, a video game review site for parents.



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The Official U.S. PlayStation Magazine is the only Sony Computer Entertainment America-licensed magazine and is published by Ziff Davis Media Inc. through an exclusive agreement. As such, the Official U.S. PlayStation Magazine (OPM) remains independent from SCAE, and is a critical, autonomous voice that helps readers get more out of their PlayStation system by delivering the most current, comprehensive and candid coverage of PlayStation software and hardware.

COVER STORIES THIS MONTH

12 PAGES OF TRICKS AND STRATEGIES

CHEAT!
PLUS: HUNDREDS OF TRICKS

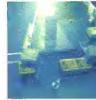
Steve Wozniak, co-founder of Apple Computer, is shown holding a stack of US dollar bills, advertising the "25 MUST-PLAY GAMES FOR 2000". Other text on the cover includes "PLATINUM'S BEAUTIFUL PEOPLE", "NEW PREVIEW: METAL GEAR SOLID 2", "STEVE WOZNIAK", "25 MUST-PLAY GAMES FOR 2000", "PLAY EXPERT: RETRO HEAD DISCOSS AND MORE", and "6 PLAYABLE DEMOS".

COVER PHOTO BY JESSE FROHMAN



MILLIONAIRE COMES HOME • 88

Who wants to be a pretend millionaire? We track down winners and losers from the TV show and find out how good they are at the PlayStation version. Some of them did pretty well...



25 MUST-PLAY GAMES FOR 2000 • 36

There are hundreds of games on the way in the next 12 months, but we've picked out the 25 that we think are going to be worth checking out the most, to save you some effort. We're nice like that.



NEW PLAYSTATION UNVEILED • 26

The cute and petite little PS one is finally unveiled. At a third the size of the existing PlayStation, the new system should be in stores this September. Check out all the details.



BEAUTIFUL PEOPLE • 54

From Sarah Michelle Gellar to Pamela Anderson to Tom Cruise to Homer Simpson, everyone wants some PlayStation action, and you're going to see them all in the next 12 months.

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Peter Jacobsen's

Golden Tee -GOLF-

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Let us know your thoughts. Write us at our usua: address, or send us e-mail at DPM@ziffdavis.com

Spin • 24

News, gossip and culture. If it's happening in the world of PlayStation, this is where you'll find out about it. See 25 stars coming to PlayStation, plus 25 games you MUST play

Top Secrets • 108

Tricks and strategies for the most popular games, like Vagrant Story, Driver, Front Mission 3 and Metal Gear Solid



Video Games Have Ratings, Just Like Movies

The Entertainment Software Rating Board provides information about video game content. ESRB ratings are intended as guidelines only; parents should still monitor minors' purchases.

EXCITED?

Only three months to go before PS2 now, and just to make things even more interesting there's a cute new PlayStation coming a month before that. By the end of this year, the PS one (as it's now called) will no doubt see an installed base of over 30 million, and there'll be another couple of million of you with PS2's. That's an awful lot of gamers...and too attractive a proposition for Hollywood not to want to get a piece of.

This month we've tried to illustrate how important a part of mainstream entertainment the PlayStation is by introducing the stars of upcoming game-related projects. Alongside the tried and trusted favorites, we're going to see more and more "real world" stars strutting their pixelated stuff. Cover boy Regis will no doubt inspire tremendous sales of the (terribly mediocre—see reviews) Millionaire game, but later this year you'll see stars like Sarah Michelle Gellar, Melissa Joan Hart, Tom Cruise, Pamela Anderson and even Michael Jackson sliding in alongside our own Lara Croft for your attention.

As the PlayStation brand moves ever closer to being the universal term for "gaming" we'll be here to show you everything that's coming.



John Davison
Editor in Chief

DEMO DISC THIS MONTH



PLAYABLE DEMOS



STAR WARS EPISODE 1: JEDI POWER BATTLES

RATING: PEGI 12, ESRB PEGI 12, TESB. **DEVELOPER:** LucasArts. **PUBLISHER:** LucasArts. **SYSTEM:** PlayStation. **PRICE:** £29.99. **RELEASE DATE:** August 2000.

TENCHU 2 MATURE RATING

RATING: PEGI 12, ESRB PEGI 12, TESB. **DEVELOPER:** Nippon Ichi Software. **PUBLISHER:** Nippon Ichi Software. **SYSTEM:** PlayStation. **PRICE:** £29.99. **RELEASE DATE:** August 2000.

WDW: MAGICAL RACING TOUR EVERYONE RATING

RATING: PEGI 12, ESRB PEGI 12, TESB. **DEVELOPER:** Disney Interactive Studios. **PUBLISHER:** Disney Interactive Studios. **SYSTEM:** PlayStation. **PRICE:** £29.99. **RELEASE DATE:** August 2000.

DESTRUCTION DERBY RAW RATING PENDING

RATING: PEGI 12, ESRB PEGI 12, TESB. **DEVELOPER:** Radical Entertainment. **PUBLISHER:** Radical Entertainment. **SYSTEM:** PlayStation. **PRICE:** £29.99. **RELEASE DATE:** August 2000.

PLAY WITH THE TELETUBBIES EARLY CHILDHOOD RATING

RATING: PEGI 12, ESRB PEGI 12, TESB. **DEVELOPER:** Blue Sky. **PUBLISHER:** Blue Sky. **SYSTEM:** PlayStation. **PRICE:** £29.99. **RELEASE DATE:** August 2000.

NON-PLAYABLE DEMOS

DAVE MIRRA FREESTYLE BMX

EARLY CHILDHOOD RATING
E
Everyone
Teen
Mature
Adults Only

WWW.ESRB.COM

SPECIAL FEATURES



WHO WANTS TO BE A PRETEND MILLIONAIRE • 88

WHO WANTS TO BE A PRETEND MILLIONAIRE • 88

My, what a grand idea! Why, the nation's been won over again by the new *Who Wants to Be a Millionaire*, with its killer questions and the kindhearted host. And it's not just new questions that keep you at the edge of your seat; it's the whole point of the game.



25 GAMES YOU MUST PLAY • 36

Want to add some healthy competition to the next few months? Here's a list of 25 games that we've selected to play, and they're the best that we've seen. You can do pretty much whatever you want with them—just don't expect us to let you have a look at our picks during the day.



25 BEAUTIFUL PEOPLE • 54

Want to see what a taste of the PlayStation people look like? Check out the 25 most beautiful women from the game world, and you'll find that there's a little something for everyone. And if you're still not satisfied, we've got a few more for you.



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REVIEWS



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OUR "COMPETITION" LEARNED EVERYTHING THEY KNOW ABOUT SOCCER BY WATCHING ESPN. WE THINK THAT'S PRETTY FUNNY. OUR "COMPETITORS" DON'T THINK IT'S AS FUNNY AS WE DO. THEY MUST NOT UNDERSTAND THE IRONY OF THE SITUATION.



James





DEMO DISC

Non-Playable Demos



Dave Mirra Freestyle BMX

Players: 1 • Availability: Dec. 11
Developer: Axis • Publisher: Acclaim • Genre: Sport

Next Month's Demo Disc



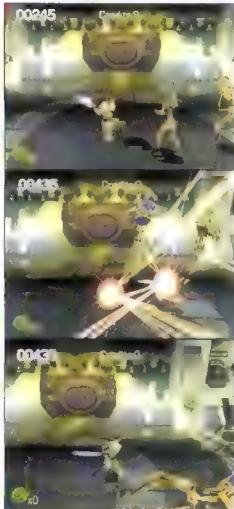
Playables:
Grind Session, Ms. Pac-Man,
Rayman 2, Dave Mirra
Freestyle BMX,
Tyco RC Assault

Non-Playables:
NFL GameDay 2001,
NCAA Gamebreaker 2001,
Mat Hoffman's BMX,
Chrono Cross



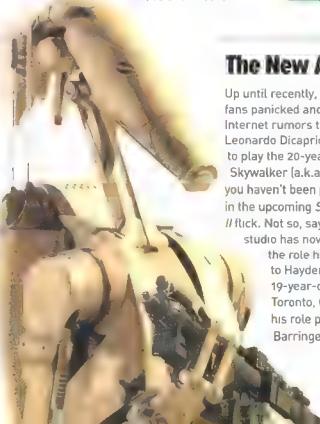
△ Heavy Attack	L1 Block
□ Slash	L2 Force Toggle
○ Jump	R1 Lock-On
×	X Hack
R2 Run	

Players: 1-2 • Availability: Now • Developer: LucasArts • Publisher: LucasArts • Genre: Action



Feel the Force

Each of the five Jedi fighters available for play in *Star Wars: Jedi Power Battles* has his own unique Force-based attack (L2 + Triangle). In the demo, Obi-Wan Kenobi delivers a quick dash forward and a sweeping thrust of his blade to carve enemy droids in two, as seen above.



Star Wars Episode I: Jedi Power Battles

What is it?

Pick a Jedi Knight, power up your lightsaber, and start tearing through crowds as you play through Jedi Power Battles, a side-scrolling brawler based on

Star Wars: Episode I. No matter who you pick, you'll progress level by level through the movie's events, battles, Jedi trials, yet-droid battles, battle-droids, and eventually the Sith warrior himself, Darth Maul.

What to expect in the full game

In player co-op mode, choose to play alone or as one of the Jedi—Obi-Wan Kenobi, Qui-Gon Jinn, Mace Windu, or Anakin Skywalker. He may take a few hits, but he won't let you down. He, or wrong move, Plo Koon and Adi Gallia, to fight, and after power-ups, new, personalized attacks as you progress. Excellent authentic soundtrack.

Our advice

It will take months to learn the skills of a Jedi, so don't worry; you can master Jedi Power Battles quickly. Obi-Wan's lightsaber is a little temperamental at first, so you may need a few minutes of practice. Each of the X, square, and Triangle buttons will deliver lightning-fast attacks, once you're熟练. If you're running, remember to hit the attack buttons repeatedly to discover quick ways to avoid incoming attacks, and use the L1 button to swing your lightsaber in a fashion similar to your targets. Finally, don't be afraid to target enemies with your detonators—you'll pick up



along the way—hit L2 + Square to lob those babies at nearby droids. Of course, any decent Jedi offense begins with a good defense—if things get hairy, hold down L1 to block most incoming attacks with your saber. You can even reflect most blaster shots, simply straight back at your attacker.

OPM psychic sez:

Unfortunately, it seems that *Star Wars: Jedi Power Battles* is yet another *Star Wars* title best left solely for the devoted fans, numerous glitches, camera problems, and countless spelling mistakes for players. Still, if you can look past the problems, it's certainly satisfying to finally be that lightsaber-wielding, butt-kicking hero.



The New Anakin

Up until recently, devoted *Star Wars* fans panicked and wailed over Internet rumors that proclaimed Leonardo DiCaprio as the actor to play the 20-year-old Anakin Skywalker (a.k.a. Darth Vader, if you haven't been paying attention) in the upcoming *Star Wars: Episode II* flick. Not so, says Lucasfilm; the studio has now confirmed that

the role has been handed to Hayden Christensen, a 19-year-old actor from Toronto, Canada. Hayden is best known for his role portraying troubled teen Scott Barringer on the Fox Family Channel series



Higher Ground. Hayden was thrilled to learn he had been selected for the role. "My brother Tove and I have always been big fans. We used to play some of the early video games religiously to make sure we became Jedi Knights."

Filming for the movie has already begun in Australia, with Hayden currently training under Jedi stuntmaster Nick Gillard. Hayden will learn Tae Kwon Do and other fierce combat skills necessary to portray Anakin Skywalker, who, in the film, will be tutored in the ways of the Force by Obi-Wan Kenobi. It's not easy being a Jedi.

Tenchu 2

What is it?



What to expect in the full game

What to expect in the race game

Our Advice

The Art of the
Turn

The Art of the Stealth Kill

Like in the original Tenchu, your foes can be instantly dispatched with a silent "stealth kill" if you manage to sneak up to them and attack without being seen. This is best accomplished by lurking in the shadows and using the first-person view [L1] to learn an enemy's pattern. When his back is turned, scream "Taste my blade, dishonorable pig-dog!" in a sniveling French accent, run in, and hit Square to witness one of the seven stealth kills each character possesses. [OK, scratch the scream.]



MATURE	<input type="checkbox"/> Use Item	L1 Look Around
	<input type="checkbox"/> Attack	L2 Switch Item
	<input type="radio"/> Block / Drag	R1 Crouch / Sneak
	<input checked="" type="checkbox"/> Jump	R2 Switch Item

Players: 1 • Availability
Developer: Activision • Publisher:
Activision • Genre:

Play with the Teletubbies



	<input type="checkbox"/> Perform Action	L1	Not Used	Players: • Availability
	<input type="checkbox"/> Perform Action	L2	Not Used	Developer
	<input type="radio"/> Perform Action	R1	Not Used	Publisher
	<input checked="" type="checkbox"/> Perform Action	R2	Not Used	Category

WDW: Magical Racing Tour



 EVERYONE	<input type="checkbox"/> Change View L1 Activate Power-Up <input type="checkbox"/> Brake L2 Toggle Map <input type="checkbox"/> Horn R1 Hop <input type="checkbox"/> Accelerate R2 Shoot	Players: 1-4 • Availability Developer: FIS • Publisher: FIS • Genre: Action
---	---	--

Destruction Derby



Players: 1-4 Availability: 18+
Developer: EA Games Publisher: EA
Genre: Strategy

Disc Problems?

Did you buy a copy of our magazine that did not contain a demo CD? Simply send the receipt in an envelope marked "OPM Replacement Disc" to the address below with the name and address of the store plus your phone number and address and we'll send you the disc. Make sure you specify which month the corresponding disc belongs to in order to ensure you get the right one.

Also, if you have a malfunctioning or non working demo disc, call SCEA at 1-800-345 SONY They will provide instructions to obtain repair or replacement services

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Buzz Burrows	CD ANIMATION
Chuck Deardorff	INTRODUCTION BY
MUSIC COMPOSITION	Secret Weapon
Nathan McGuire	CREATIVE DIRECTOR
QA SUPERVISORS	Mike Tynes
Cris Clegg	CHIE BUSINESS
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IMPROVE YOUR KARMA.
RIP OUT THE NEXT TOBACCO AD YOU SEE.



Tobacco will kill 1,200 people in the United States today. Maybe fewer of us would die from cigarettes if there were fewer cigarette ads. But please only rip out ads from magazines you own. Thank you.

"...just like the real NYPD, you got to arrest the innocent people walking the streets, just because you got bored."

QUICK HITS

New Layout
Love the new
look, especially
I guess, great
up some more
and I'm sold!

Leave the new layout. I always felt funny leaving it on my desk. Well, it looks like something a kid would read. I guess you could say your magazine just went through a major

makeover.
www.dynamite.com

LEGENDS AND
SECRETS
Will Legend be
More or Less
Secret? On
Super
Newspaper
special@global.com

Check out our
Reviews page
this month.
The game looks
great, but the
game is just
quite so good in
the reviews.

was stated in the article [except the camera and the game control]. Not one game card has disappeared or inadequately appearing any thing. If you ask me the game I had have gotten three and a half or four day's than You get the best of both sides As a street thug you get to beat the crap out of innocent people to rip up buildings and beat the crap out of cars. What meter and a few New York ask for? On the other hand you get to be a cop, which come with its share of advantages too. You get to run red lights, a person to freeze and shoot them. You got to borrow peoples car. I like the real NYPD, you got to arrest the innocent people walking the street and beat em.

It is a well thought out game and you ready tee, what is going on especially if you are like me and actually live in the particular environment.

Dwayne Howell
DOrthon.NG@juno.com

All right, tough guy... So you really liked Urban Chaos, huh? Maybe you should lay off the Big Macs and get some real taste in games. The thing is, I liked the game that was buried underneath all the glitches and problems. But for me, the crap overwhelmed the positives in this poorly done waste of money. At least you rented it and didn't buy it. Why don't you send us a reader review of the game and we'll put it in the issue. E-mail it to us at OPM@ziffdavis.com and we'll make sure it gets printed. - Gary

X-Men Agenda

I'm sorry I have to get to the point of this letter, but I have to tell you that I am fed up! I've had it! I've been on a bunch of crap that has been used on good reviews of games. Been reading your magazine for a long time and I wasn't more disappointed than with your last

THE SOAP BOX

I enjoy videogames immensely, and find that the PSX supplies a majority of my gaming experiences (I love fighting games!). However, when competing against my male friends, the console instantly annoys me. Despite my cat-like reflexes that blow away my male opponents, I still have a glaring weakness! My dexterous (yet terribly petite) thumb has far less surface coverage and power than the average male's, therefore limiting the moves available to me.

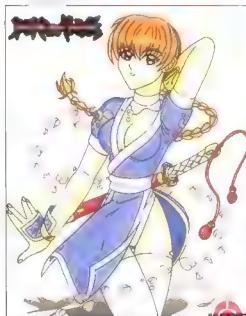
Any attempt to depress all four buttons at once on the standard gamepad, whether using four fingers, one thumb, two thumbs, a fist, or any number of body parts, still results in failure (usually leading to a loss since my weakness is exposed). This frustrates me no end. My male friends with average thumbs complete the same maneuver with very little effort, which leads to taunting and ridiculing, thus forcing me to destroy them in other games which don't require button-mashing combos.

Sony, if you are listening, stop preaching about building a "girl gamer" market, and do something to prove that you already support one. Forget the "target research" that says I want a pink fluffy game and make me a decent controller that doesn't require painful dislocation just to make me a contender.

Jane McLean
Vancouver, Canada

Got something you really want to rant about? Something that gets you annoyed? Get on our soap box and vent. E-mail us at OPM@ziffdavis.com and mark the subject line SOAPBOX.

Winner!

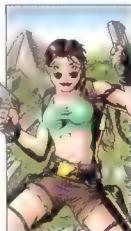


Lester Roque Lopez,
Miami, FL

The Reader Art Challenge

Please pick one except snail mail
Art of the Month Thread

In the thread
Submission



Jeff Welborn
Shreveport, LA



John Garrett,
Brown Deer, WI

WISCONSIN

MISSOURI

NEBRASKA

KANSAS

LOUISIANA

TEXAS

OKLAHOMA

ARKANSAS

MISSISSIPPI

ALABAMA

GEORGIA

FLORIDA

VERMONT

NEW HAMPSHIRE

MAINE

NEW JERSEY

PENNSYLVANIA

MARYLAND

DELAWARE

WICHITA

OKLAHOMA CITY

TEXAS CITY

MEMPHIS

ATLANTA

NEW ORLEANS

HOUSTON

ST. LOUIS

CHICAGO

BIRMINGHAM

DETROIT

INDIANAPOLIS

MEMPHIS

CHARLOTTE

RALEIGH

SPRINGFIELD

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INPUT



magazine. I hope I don't see anything like that again when PlayStation one comes out.

Adam Lemire
NoamIsDier@aol.com

X-Men is the biggest comic book series ever and the movie a guaranteed box office smash. The game definitely warrants some attention when there's that much interest in the subject matter.

X-Men Xtacy

I wanted to say you did a good job in covering as much about the X-Men as you did given the nearly 20-year history. However, I've seen that *OFM*'s the home of "newt but also un-farts." I have a bone to pick. You failed to include a single shot of the openning sequence of the Fox *X-Men* series when it played in Japan. Instead of the weak opening imitation that typified the look of the series here in the US, the Japanese opening was composed of anime at its best: good art, *Gundam* and dare I say it, close to *Microweek*. Plus, quality animation. I got a chance to see it during a retailer convention back in '98, asked the Marvel rep if that was the new look for the series or a separate Japanese entry, but was told it was just the opening for the Japanese market. Too bad. If the series looked that good here people would tune in to Saturday morning cartoons a lot more. Or even prime time ones other than some *Simpsons* spin-off on network TV. If cartoon Network is dead. How about a taste for all those who have never seen it and most likely never will?

Scott Lamb
Jacksonville, FL

Wal-Mart Rantings: One side...

Todd's rant about Wal-Mart got me thinking, which prompted a visit to my local Wal-Mart. After dodging endless, poorly constructed dump trailers, I reached electronics only to find that what Todd was saying was right. As of the games were rated "Everyone" in the small area that I live in, the nearest EB is a good 45 miles away. Wouldn't good business sense warrant Wal-Mart to carry anything that sells well? The games were locked

READERS' MOST WANTED

1. Metal Gear Solid 2
2. Final Fantasy IX
3. Driver 2
4. Spider-Man
5. Vagrant Story
6. Parasite Eve II
7. WWF SmackDown!
8. Syphon Filter 2
9. Chrono Cross
10. Star Wars: Starfighter

E-mail your most wanted list to:
OPMI@ziffdavis.com
Mark the subject:
MOST WANTED

WAL★MART

Screen Caption Contest Winner



"Oops! I did it again"

Andrew J John
torransen@hotmail.com



Prove to your friends that you really are the world's greatest witty captioner. Every month we'll pick one, and if you're the one who came up with a witty caption that makes us laugh so hard our heads fall off! E-mail your captions to OPMI@ziffdavis.com and mark the subject **CAPTION CONTEST**. This month's picture (above) shouldn't cause too much trouble for you.



down tight in glass cab nets and they don't seem to sell a light gun for any system. Once again, prompted by the article, I went back to sporting goods to check out the guns. While they were in a case, it was not locked and I even proceeded to take one out and was never approached by a sales associate [the ammunition was also conveniently stored in the same case]. Exactly where do Wal-Mart's standards lie? If they're trying to prevent prevent gun sales, are they being hypocritical? GreenHav@aol.com

The guns had trigger locks though, right? And the ammo was locked in boxes?

...and the other side

I work for a Wal-Mart warehouse, and as such I get 10% of my purchases for stuff like to let paper, PlayStation games, shotguns, and bullets. I haven't heard anything about the stores not carrying violent games, any more, in fact I bought Rainbow Six, the Resident Evil names, Duke Nukem etc there, and never had a problem with availability. Where did you hear this? I am an avid gun owner and shooter and reader of your magazine [I subscribe] although I could certainly do without the magazine if I thought any of the proceeds from my subscription was going to anti-gun campaigns! Diazote.idwebpt.net

The rules seem to vary from store to store. For more on the ongoing ratings debate, check out our story in Spin this month for comments from Illinois Attorney General, Jim Ryan.

QUICK HITS

RATARUE?
Why does Rue from *Threads* of Fate have a... vegetarian hat? Madeline Boles NerdyNerd.com

It's green and orange, it's missing a color to be true. Bastater?

MATURE FFVII IN JAPAN?
I heard a rumor that there is a... *Mature* version of *FFVII* in Japan. Is this true? Kaiser Size WAA.com

Not that we're aware of

D'UH!
Why don't you ever do game reviews on anything but... *PlayStation*? You are being very rude! SJ

Why do you think?

GAME IDEAS
Hi, I just had a spark of inspiration for a game and I am wondering where I could submit game ideas. C

Check out www.gamasutra.com for cool info on development. Or www.gajobs.com

Official Contest and Sweepstakes Rules

DON'T BE AFRAID OF THE DARK.

BE AFRAID OF WHAT'S IN IT.

ALIEN RESURRECTION



WWW.FOXINTERACTIVE.COM



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For Mature Eyes Only

Illinois Attorney General Jim Ryan wants to make the world safe by limiting the sales of M-rated games

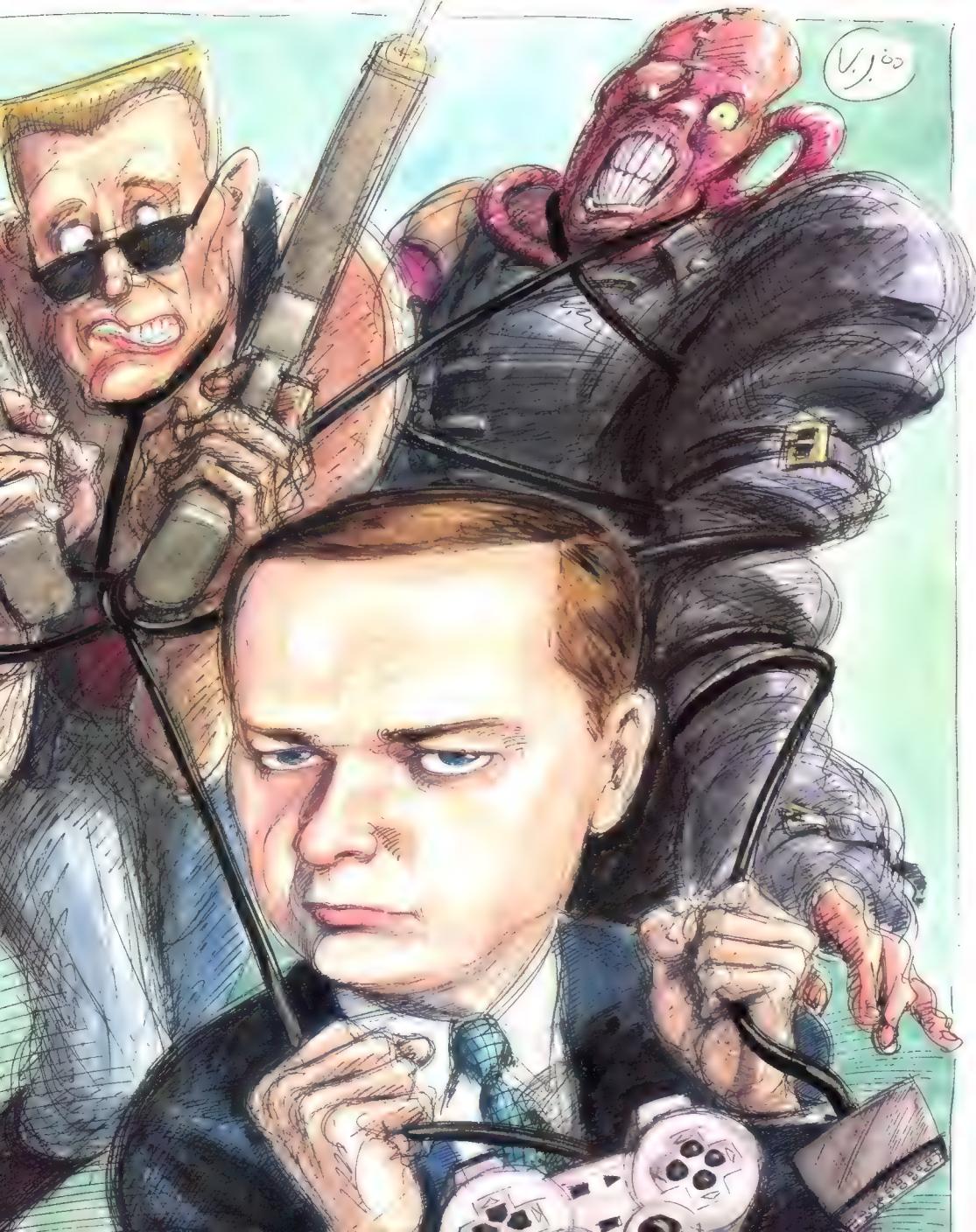
Acting Secretary of the U.S. Army at both Wards and Sears Roebuck, who were under pressure and agreed to pay. Major General L. H. Sheves, And the movement was stopped. It was supposed to accomplish nothing. But see if

But even the most ardent fans of the game attached to it will agree that, while it is fun, using this system to play a single round of games, their math skills will not improve the entire industry. Every game developer I talked to, including the creators of these chips, was quick to point out that the main reason for the popularity of the game is that it is fun.

All of it, I think, is true.
General Mills' Avon-Milner operation is leading change. It's a state-of-the-art, state-of-the-art game, and I think it's going to be, by these game, with us.

Ryan: I think it's important to emphasize he [Ed] is referring to television and motion pictures. He screened from me, the year before last, a rating system that was developed by the Motion Picture Association. The system is based on the sale of ultra-violent movies. It's freely into the hands and minds of our young people. As we see it, this is part in reducing this culture. We want to company to stop this trend.





M.L. ELRICK

GAMES DON'T KILL PEOPLE, PEOPLE KILL PEOPLE

Now I'm no graybeard, but I am old enough to remember when the clarion call went out warning parents that their children's retinas would be irreparably scorched by the insidious Pong and their brains softened by the mesmerizing march of Space Invaders. And it's only now that I'm a parent myself that I recognize Pac-Man as a cleverly crafted allegory glorifying the use of LSD. (Why else would that little yellow man seek out those large white dots—obviously tabs of acid—that transform him into a psychedelic sphere hunting down the very creatures he had previously avoided? How else, unless impervious to pain in his blotter-fueled psychotic state, could this tripped-out little coward vanquish his tormentors?)



So I guess it was only a matter of time before Duke Nukem and Bio Freaks took the blame for the soul-rending slaughter at Columbine High School. Such dire pronouncements come from no less a figure than Illinois' popular and politically savvy attorney general, Jim Ryan.

Concerned that the carnage of Nightmare Creatures and Turok: Rage Wars are contributing to our "culture of violence," Ryan, some eggheads and nine U.S. senators who wouldn't last a minute in the crosshairs of a Quakehead's rail gun, urged retailers to stop selling M-rated video games to teenagers. And, surprisingly, they scored some early successes. From the video store in Pekin, Ill., that refuses to rent M-rated games to under-18s to nationwide retailers Sears and Wards, which outright dropped those games, Ryan's initiative has persuaded business owners to forgo at least a small measure of profit for the commonweal.

While I don't quite buy into Ryan's argument that M-rated games are "murder simulators," there's nothing wrong with asking retailers to abide by the game industry's own rating system in the same way we expect theater owners to bar adolescents from raunchy movies. But I can't say I'm persuaded that restricting access to lurid video games will stop the misanthropes among us from lashing out. After all, I played Donkey Kong for years and never developed an animosity toward simians or a belief that Italians were pathologically unable to climb ladders. Dabbling with Aerosmith's fanciful shoot-'em-up game never compelled me to don tights, scarves and gun belts after, of course, undergoing collagen lip implants. Likewise, I don't think kids who soak up a little sunlight and read a book or two will develop a bloody xenophobia that will manifest itself in an ungodly body count just because they indulged in a little vicarious video slaughter.

The problem Ryan and the rest of us have yet to find a solution for is, what to do with those unable to control their violent and antisocial impulse. Ultimately, I'm afraid, putting M-rated video games out of the hands of teenage shoppers might win a few votes, but it won't save as many lives as a healthy stock of smart bombs.

M. L. Elrick is a reporter for the *Chicago Tribune*, *Newsday* and *Chicago Magazine*.



Handy Hard Drive

To the left is a picture of the PS2 hard drive that is slated to release in Japan this winter (the U.S. version will be stored internally). Called the HDD (Hard Disc Drive), it will offer the PS2 storage space and high-speed network access.

Sony Shrinks PlayStation



PS one Specs

Dimensions: 193 mm [W] X 38 mm [H] X 144 mm [D] Weight: 550 g

"Sony is the company that pioneered the evolution of personal audio and video products designed to accommodate the changing consumer lifestyle."

Kaz Hirai, president and chief operating officer of Sony Computer Entertainment America

Sony Expands PS2

See more about the new PS2 at www.sony.com/ps2

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VAMPIRES



GET IN TOUCH
WITH YOUR INNER
PSYCHOPATH

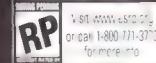
And you better learn fast. Because you're Keith Snyder, too...
trapped in the Desert Moon Hotel when all the patrons are turned
into vampires. Your job... find out why and destroy a few million nasty
vampires in the process. There is a myriad of environments,
awesome weapons and challenging puzzles to keep you on the
edge of your seat. You can even pick your blood type and play as
a human or vampire. Videogames.com said, "If you're looking for
an RE-style game with a twist this might be your best move."
So get moving, before you become... well... dead meat.

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TIBA SWISH IN COUNTDOWN DOORS



CLAUDIA SWISH





Gear Trailer set for DVD

Konami is releasing a special-edition DVD in Japan that has the trailer for Metal Gear Solid 2 on it. Also in the package is an E3 special, some behind-the-scenes info on the game, a Z.O.E. trailer and more. Don't you wish you had cool stuff like that here?

CHRIS GORE COOL YOUR JETS, X-MEN FANS

There have been more than 25 games based on the X-Men comics on everything from arcade to PC to Sega Genesis to Super Nintendo to Game Gear to PlayStation. With the X-Men movie comes a whole host of games based on the film.

But all is not right in Geekville (you know, that's the town I live in).

A lot of fans of the comic are furious that the costumes in the movie are not accurate. "They look too much like *The Matrix*," some say.

To these nitpickers I say, "Lighten up!" Sure, I could see getting really upset if this were a new Superman movie. I mean, that bright blue and red costume is an icon. Or Batman, if they radically changed his look. (Oh wait, they did, in *Batman and Robin*. Wow, did that movie blow.)

Look, the costumes in the X-Men were never that important. In fact, they changed so much in the comic, no one really paid it any mind.

Translating a comic book to a movie is inevitably going to result in changes. I like the new look of the costumes. And if you remember, the X-Men isn't really about secret identities and superhero garb anyways; it's more about alienation in a culture in which mutants are shunned.

I wish comic fans could be more like game fans. (I'm both, which is a real problem for me.) I mean, no game fan ever complained when the X-Men took on the characters in Street Fighter.

Heck, now that would make a great movie!

Chris Gore is from Los Angeles, the host of *The New Movie Show*, airing now on Thursdays at 10 p.m. on the FX Network. In his spare time, he saves biffing or mugging the costumed overalls known as *The Avatar*.



PlayStation Aptitude Test

Think you know your PlayStation games? Take The PlayStation Aptitude Test (P.A.T.) each month and see how good you really are.

1. The team responsible for which high-profile N64 game has developed the Eidos game, *Timesplitters*?
 A. Final Fantasy
 B. Star Wars: Episode I - The Phantom Menace
 C. Tomb Raider
 D. Final Fantasy VII
2. Which well-known composer is scoring the music for *Metal Gear Solid 2 Sons of Liberty*?
 A. John Williams
 B. Michael Giacchino
 C. Howard Shore
 D. James Horner
3. Which of the following isn't a voice actor for the upcoming *Final Fantasy Movie*?
 A. Halle Berry
 B. Christian Bale
 C. Matt Damon
 D. Alan Alda
4. It's October 26th and you want to go home with a PS2, two joypads, a memory card, a multitap and two games. Before tax it'll cost you...
 A. \$500
 B. \$1,000
 C. \$1,500
 D. \$2,000
5. Tony Hawk is to Neversoft as Dave Mirra is to...
 A. EA
 B. Activision
 C. Midway
 D. THQ
6. Matt Damon is to *Titan AE* as Ving Rhames is to...
 A. *Armageddon*
 B. *Armageddon 2033*
 C. *Armageddon 2050*
 D. *Armageddon 2050*
7. Which one of the following was the first fully polygonal football game?
 A. *Midway NFL Blitz*
 B. *Midway NFL Blitz 2000*
 C. *Midway NFL Blitz 2001*
 D. *Midway NFL Blitz 2002*
8. Which year did Madden Football NOT come out for PlayStation?
 A. 1998
 B. 1999
 C. 2000
 D. 2001
9. Which quote doesn't belong?
 A. "It's not the size of the dog in the fight, it's the size of the fight in the dog." - Bruce Lee
 B. "The future belongs to those who believe in the beauty of their dreams." - Martin Luther King Jr.
 C. "I am not a产物 of my brain, I am a product of my culture." - Bruce Lee
 D. "I am not a product of my brain, I am a product of my culture." - Martin Luther King Jr.
10. In *Soul Blade*, who walks away with the sword at the end of the game?
 A. Devil
 B. Devil's Disciple
 C. Devil's Disciple's Disciple
 D. Devil's Disciple's Disciple's Disciple

ANSWERS:
1. C 2. B 3. D 4. B 5. D
6. A 7. D 8. C 9. D 10. C

DATA STREAM

More *Suikoden*

In addition to part III for the PS2, Konami is currently working on another *Suikoden* game for the original PS titled *Suikogaiden: Swordsman of Harmonia*. Set to be released in Japan this fall, the game will be more of an adventure game rather than a standard RPG.



MDK 2.5

Bioware is currently working on MDK Armageddon for the PS2. Essentially an upgrade of the already-released MDK2, the new game will offer new enemies, items and level additions. Look for it this fall.

Verant on PS2

Verant, developer of such massively multiplayer games as Everquest for the PC, was recently purchased by Sony Online. Interestingly, the developer also recently admitted to working on console games, making the likelihood of its upcoming Star Wars RPG or Everquest coming to the PS2 very strong.

Out of Control

Sierra is porting its PC title *Ground Control* to the PS2 for release this fall.



OVERHEARD: PS2 MOD

"The chip is exactly the same micro-controller that was used in the original PlayStation mod many moons ago. Unfortunately, Sony have failed miserably to install secure safeguards in their software to prevent piracy and a new era of PlayStation software theft is about to blast off."

Popular import game retailer NCS (www.ncs.com) on the PS2 MOD chips that will soon be available.

VANGUARD BANDITS



**When Chains of Oppression Cut
When Bitterness Stains the Land
When Hope Fades from Memory**

Those Forced Outside the Law Must Rise to Become Heroes.



• Our Boxes and Labels



Online Armada

Metro 3D recently announced that it is currently working on a sequel to Armada for both the DC and PS2. The space shooter game will be online playable, and may even offer DC vs. PS2 online play. We went to Metro 3D's Mark Jordan to get the scoop on how the game will work.

Armitage will still be there, very much so, and I am sure he will be a great help to you. I have been in touch with him and he has given me some very good advice. He has also suggested that you should go to see him at his office in the Royal College of Physicians, 1 Wimpole Street, London, W1. That would be a good idea. I hope that you will be able to get a good deal of help from him. I am sure he will be very pleased to help you.



GOSSIP, RUMOR AND SCANDAL: GAMING'S INNER SECRETS DUG UP AND SERVED WITH GRAVY

This month the rumor mill almost shuts down altogether. After the orgy of information that was E3, it now seems that no one wants to talk anything but industry politics ("this person is moving to this company") until the Fall. Still, I managed to sniff out some interesting tidbits. It must be my considerable galactic charms. Or the short skirt wore to a recent gaming booze schmooze.

SONY, SONY SONY

PlayStation3

BLAIR WITCH SURPRISE

Blair Witch Project

BILL GOFF SHOPPING

Microsoft is acknowledg-



Clish MacLaver Gossip Gossip

MY PAL TONY

a possible PS2

DATA STREAM

Bikkuri Mouse

Sony is currently working on a freestyle paint game for the PS2 in Japan that makes use of a mouse peripheral. Titled *Bikkuri Mouse*, the game is no ordinary paint program, as it fills in your creations with graphics as you progress. Most USB mice can be used for it.



PS2 SkatStyle

PS2 SKATESTYLE
Criterion, developers of the hit game Trickstyle, are currently working on a hoverboarding title for the PS2. Titled Stunt Squad, the game will require players to perform all sorts of stunt moves in the city streets.



THPS-

© WHOT

Square, Capcom
Namco

Activision

E

"Sega has no plans to support another game console whatsoever, period."

ROB DYRDEK
CROOKED GRIND. ALABAC PHOTO.

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Naughty Dog Predicts Future

Now that their I.D. interview is over, the guys from Naughty Dog are back in the studio to answer your questions about the future of PlayStation2.

OPM: What do you think of other PlayStation2 software right now?

Fusion Rubin: New stuff is coming out all the time. I think it's great. I mean, we've got a lot of great titles. I think the best part of the PlayStation2 is that there's so much variety. There's a lot of different types of games. Action, RPGs, strategy, sports, racing, puzzle, and more. It's like a whole new world of gaming.

OPM: The PS2 has come under some criticism for being hard to program for.

Eric Matthes: That's true. It's a challenge.



OPM: What do you think the PS2 needs in order to distance itself from the pack?

Rubin: I think the PlayStation2 needs to continue to offer a variety of titles. It's important to have a wide range of options for players.

Matthes: I think the PlayStation2 needs to continue to offer a variety of titles.

The Legacy of Kain Bloodbath Continues on PlayStation2

After the success of the original Legacy of Kain, the team at Crystal Dynamics is hard at work on the second game in the series. Set in the same dark, atmospheric world of Nosgoth, the game will feature a new protagonist, Kain's son, Raziel. The game will also introduce a new element: the ability to play as both Raziel and his mother, Lada. The team is currently working on the game's combat system, which will feature a mix of traditional action and more strategic, puzzle-based elements. They are also working on the game's story, which will explore the complex relationships between the various factions in Nosgoth. The team is aiming for a release in early 2001.



PlayStation2 Coming Soon to a Theater Near You?



Kojima and Okamoto

Capcom's Yoshiki Okamoto (Resident Evil) and Konami's Hideo Kojima (Metal Gear) converse in a recent SCEI Online interview.

Kojima: "Movie-like" are words we have trouble with. Of course, users are hoping for great graphics, but that's not the only thing that makes a game fun [to play]. I want us to make that clear today.

Okamoto: [addressing Kojima] OK, you can say that. But [I] don't want to look like a movie. I want to look like a game.

Kojima: Because the PS2 is so powerful it is possible to create real-time, movie-quality scenes as long as it's not user-controlled. But that's not the same fun as what a game should be. So, instead of the graphics, I'd rather have the gameplay be movie-like."

Okamoto: "I want to put a PS2 game on a huge screen."

Kojima: Yes, that's a great idea.

Word On The Street

"What do you think about PlayStation2's \$299 price tag?"



I think it's a good price. I mean, it's not like it's going to be the most expensive console ever made. It's just a good price for what it is.

Nick Potter



I think it's a good price. I mean, it's not like it's going to be the most expensive console ever made. It's just a good price for what it is.

Steve Kanzia



I think it's a good price. I mean, it's not like it's going to be the most expensive console ever made. It's just a good price for what it is.

Deana Mitchell



I think it's a good price. I mean, it's not like it's going to be the most expensive console ever made. It's just a good price for what it is.

Ron Alam



I think it's a good price. I mean, it's not like it's going to be the most expensive console ever made. It's just a good price for what it is.

Matt Glenney



I think it's a good price. I mean, it's not like it's going to be the most expensive console ever made. It's just a good price for what it is.

T.J. Sopoci

What can you get for under \$10?

a)

60546	221	13	2	0	72.00	EGDSDFB
17.00	UPPER	UPPER	CONCOURSE			
22.00	THE CORPORATE-MEGAPLEX ARENA				ZZ	86.095
221	IN ASSOCIATION WITH "ROT YO TEETH SODA"				221	
213498	PRESENTS				CHUMP	
15	1	"DA CORN BISCUITS"			15	
HMBONE	NO GOOD TIMES/NO FUN				MD	17.00
04AUG	FRI	AUG	4	2000	3:30 PM	0



b)



c)

d) “A great new game for the PlayStation® game console...”

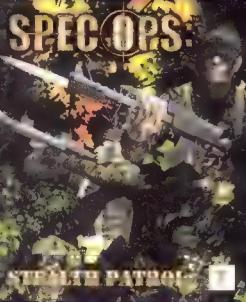
\$9.99

YOU GOT GAME

\$9.99

SPEC OPS: Stealth Patrol

THE JUNGLE IS ENEMY AND FRIEND... YOU KNOW HOW... YOU'RE ALREADY THERE!



April 2000



Choose **stealth** or all-out frontal **assault** as you lead your team of Rangers into combat against **ultra-powerful terrorist units**.

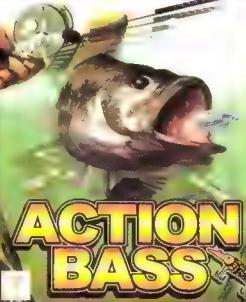
Fight against time and huge **enemy forces** in global terrorist hotspots.

An **arsenal** to choose from including **night-vision goggles, sniper rifles, machine guns, tripwire mines, grenades, shotguns, and more**.

Two player split-screen battle mode.

Lead your team with **guns blazing** or silently under the **cover of darkness** across landscapes of thick jungle, barren desert, arctic tundra and dense forest.

ACTION BASS



April 2000



Tournament-style **Challenge Mode**, free-wheeling **Free Mode**, and an **Extra bonus Mode** is available.

Lure Action Gauge (lure movement status meter) allowing the player to monitor **lure movement** easily.

Enjoy watching fish (up to five heaviest) you brought back in the **Aquarium Mode**.

Five diverse lures are available at the beginning, covering a **wide range** of water conditions and lure **movements**. More lures will be available as the player **gains experience**.

Wide variety of "lure action" possible to attract bass, with some lures requiring retrieving or rod **movements** only while others requiring **skillful combination** of the two.

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MARTIAN GOTHIC

EXPLORE THE DARKSIDE OF THE PLANET.

Year 2018. On Vita 1, a base constructed on the face of Mars, man searches for evidence of bacterial life beneath the frozen surface. During the excavation, a giant sarcophagus opens into a vast and ancient necropolis. Soon after, all communication with Mars ends. Reason for breakdown of transmission: unknown.

Fate of Vita 1 base: unknown.



MARTIAN GOTHIC



Through the complex, layered plot follow three investigators sent by Earth Control to assess the situation on Vita 1. Dozens of treacherous subterranean city caverns to explore. Non-linear puzzle structures challenge you at every turn. Strange and violent creatures stalk you constantly as you seek answers to the disappearance of Vita 1's staff and the mystery of the ancient Martian necropolis.

May 2000

GRUDGE WARRIORS

THERE IS NO SUCH THING AS FRIENDLY FIRE.



GRUDGE WARRIOR



23 mission battle arenas. 11 ruthless and unique gangs + the Final Boss to compete against in battle. Each level is loaded with secret areas, hidden power-ups and dozens of non-gang opponents like attack droids and robotic gun turrets. Head-to-head 2 player split screen combat. Dozens of power-ups including invulnerability, invisibility, double damage, guided missile jammers, nitro boosts... An arsenal of destructive weaponry including shield-draining bombs, energy mega-bolts, corrosive gas bombs and mini-thermonuclear warheads.

April 2000

* Suggested Retail Price \$9.99.
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25 GAMES YOU MUST PLAY

Each year we look forward to the games on the way and try and highlight the real gems. The games that you absolutely 'have' to play. The next 12 months are going to be an exciting time with some glorious examples on both PlayStation and PlayStation2.

Illustration by Bret Bevins

METAL GEAR SOLID 2



Publisher: Konami

When you can play it: 2001

Why you must play it:

Apart from being the next Metal Gear game, which to many would be reason enough alone to play it, you really have to see this to believe it. Remember how seeing the Star Wars Episode I trailer brought a lump to your throat and made the hairs on the back of your neck tingle? This is the first video game we've ever seen have the same effect on people. When it was previewed to journalists at E3 in May it received rapturous applause, and when Konami representatives announced that all of the released visuals were generated by the game itself, the doubts about PS2 were firmly in their place. Metal Gear Solid 2: Sons of Liberty will no doubt signify the next paradigm shift in video game design and represent the line between game and movie blurring still further. We can't wait to play it...it really does look like a "real" action movie that you're the star of. And even if the hero, Snake, does have a luxuriant mullet, we can handle that. Metal Gear transcends multitude, it's that incredible.

It's going to get even better too:

Check out our PS2 previews this month and you'll see comments from the big man on Metal Gear, producer and director Hideo Kojima. Apparently the images released so far aren't indicative of what the final game will look like. This is the SoLoMo line-up. Looks like those neck hairs will be tingling even more when the game is released next year.



Fear Effect: Retro Helix

Publisher: Eidos

When you can play it: Early next year

Why you must play it:

Fear Effect is good cinema, and this prequel will be no exception. It has dynamic, dangerous, cutting-edge characters that speak their minds. The art and the storyline are also freaky fly fresh.

Lesbians:

There are no guarantees in life, but Sono-sez Retro Helix might explore the "unique" relationship between Hana and Rain.



Silent Scope

Publisher: Konami

When you can play it: October

Why you must play it:

Shoot-em ups are getting tired, so Silent Scope is swooping into consciousness to offer innovation to go with putting bullets in people's brains. You'll work as a sniper, with diverging sights, in an attempt to save the President's daughter. Even without a lightgun it's lots of cap-popping fun.

The Lighter Side:

The arcade Silent Scope offers a mounted sniper rifle, but due to the Columbine tragedy, Konami won't risk the backlash of releasing Silent Scope with a lightgun.



FIFA World Championship Soccer

Publisher: EA Sports

When you can play it: October

Why you must play it:

Although not strictly the "new" FIFA game (that will come next year) WFC is like a huge remix of all the best bits from the latest FIFA games with super realistic graphics on top. Already out in Japan, we've had the chance to play it and it's certainly one of the best soccer games ever made.

Play with teams you've never heard of:

Just about every soccer team in the universe is here. If there were teams on Mars, EA Sports would have licensed 'em.



The Getaway

Publisher: SCEA

When you can play it: TBA

Why you must play it:

If for no other reason than to show it to your Dreamcast-owning buddies...The Getaway features some of the most incredible visuals you're likely to see for a while. The game itself looks to be a Driver/GTA-style tale set on the streets of London.

These graphics are for real!:

When Sony Europe showed the first fruits of SoHo Studios' work, the Net erupted with comments from puffed-up developers claiming that the screens must be mock-ups and not real screens. It still remains to be seen whether the final code really will look this good, but the system is certainly capable of it.

5 In A Row

- ECW Anarchy Rulz
- Resident Evil Survivor
- Power Rangers Lightspeed Rescue
- Rampage Through Time
- VIP



Dark Cloud

Publisher: Sony CEA

When you can play it: October

Why you must play it:

Picture the PC game SimCity, set in Medieval times. Now picture being able to swoop down into the streets and interact with the inhabitants—instantaneously, at the touch of a button. If you think that sounds cool, just wait until you actually see it in action. It's breathtaking.

Beneath the surface:

There's a lot more to Dark Cloud than just building pretty towns; the game also includes massive dungeon segments and a fast-paced combat system.



Tony Hawk's Pro Skater 2

Publisher: Activision

When you can play it: August

Why you must play it:

The sequel to one of the most dynamic games to hit consoles offers all new cities to thrash (Philadelphia, Brooklyn), all new pros (Rodney Mullen, Erik Coston), a skatepark editor and a revamped Career Mode.

Tony Hawk on PS2?

Joel Jewett, president of THPS developer Neversoft: "Once we're done with Tony Hawk 2, I don't see any reason why we wouldn't bring it to the PS2."

Bookmarks

www.konami.com

www.eidos.com

www.esports.com

www.playstation.com

www.activision.com

www.us.ignorances.com

ODDWORLD: MUNCH'S ODDYSEE



Publisher: Infogrames

When you can play it: Fall

Why you must play it:

Rarely has any game stretched across as many categories as does Munch's Oddysee. It may look like a 3D adventure—it even has some platform-game elements to it—but it promises to be much, much more. The world of Oddworld has a complex ecological and economic system, forcing players to manage resources, control large groups of characters, and basically manipulate an immense



lifelike environment. Plus it'll be packed with Oddworld's trademark sick humor. Sigh purse, anyone?

Multiple personalities:

This time around, you not only control the loveable Abe, but also the equally loveable Munch, who hops, swims and rides in a speedy wheelchair. Once the story begins, you'll be able to switch instantly between the two characters, which will be necessary to overcome the game's many complex puzzles. The game will also include the emotion and health management introduced in Abe's Exoddus.



Ready 2 Rumble Round 2

Publisher: Midway

When you can play it: October

Why you must play it:

As if Ready 2 Rumble coming to the PS2 wasn't enough of a reason to check this one out, we've got others. L.A. Laker superstar Shaquille O'Neal will be in the game along with the King of Pop (is this still the case after the Lisa Marie Presley fiasco?), Michael Jackson, Afro Thunder will also return as the marquee sparring

The boxer Midway left out:

Rapper Snoop Dogg was left off the short list of famous folk added to R2R 2. Apparently, Midway couldn't figure how many ho's and tricks he was standing



Tekken Tag Tournament

Publisher: Namco

When you can play it: October

Why you must play it:

It may not be the most advanced fighting game around any more, but Tekken Tag Tournament is a great example of how an old-style game can be given a fresh lick of paint on PlayStation 2. The classic Tekken gameplay is still more than apparent, and some of the graphical features are truly spectacular.

Let's drink beer and go bowling:

Like all the other versions of Tekken, TTT features bonus stuff to open up, the most fun of which is the bowling game.



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Illustration by Chip Wass



Madden NFL 2001

Publisher: EA Sports

When you can play it: October

Why you must play it:

Madden 2000 was the best football game ever made. Instead of updating rosters for a sequel [something we hate], EA has a whole new console to work with. The graphics are so crisp you can see stadium lights reflecting off the players' helmets!

Betting lines:

Want to talk favorites for next season's Super Bowl? Look no further than Vegas. The Redskins are the best bet at 2-1, while the Rams, Jaguars and Bucs are all 6-1.



Parasite Eve 2

Publisher: Square

When you can play it: September

Why you must play it:

Aya Brea is a fox, the Mitochondria are seriously nasty, and the game blends Square's talents in story telling and RPG combat with Resident Evil-style gameplay. Expect bigger bad guys and a much longer story.

Looking better than ever:

The game's backdrops now feature fully-animated video backdrops, much like Fear Effect. This could be one of the best-looking PlayStation games ever.



Medal of Honor Underground

Publisher: EA Games

When you can play it: November

Why you must play it:

Medal of Honor established itself as the premier first-person shooter for PlayStation. Underground promises to take the story further while adding further tension in the shape of more stealth-oriented missions.

Je suis un gun toting maniac:

The beauty of the Medal of Honor franchise is that it's about a period in time, rather than a specific character. Underground focuses on the exploits of the French resistance as they help the Allies kick Nazi butt.



Driver 2

Publisher: Infogrames

When you can play it: November

Why you must play it:

Driver was one of the most innovative concepts brought to the PlayStation. It offered high speed chases, police cars plowing into you at 80 mph. Better yet, the sequel offers more of the same. This time, though, you won't be confined to your car. Tanner will be on foot for some of the adventure. Also missing from the first effort were curved roads. You'll see those in the sequel too.

Changing Locales:

Driver ripped up Miami, San Francisco and the Big Apple. The sequel will terrorize four new cities: Chicago, Las Vegas, Rio de Janeiro and Havana.

SPIDER-MAN



You must play it
when you're playing what
it reminds us
of Spider-Man
even if

the last great PlayStation

For the first time, the wall-crawler is portrayed in 3D fashion and—thanks to the game engine previously used in *Apocalypse* and *Tony Hawk's Pro Skater*—he truly is able to do... never a spider can. Stick to walls. Scale from building to building. Lift incredibly heavy objects. Even shoot enemies, and punch to your punches, or shield yourself with... so come... spider's web fluid.

While the story details, the game is up with a sequence in which the well-known Dr. Octopus (Octopus) unveils a breakthrough device at a science expo, only to have it stolen by Spider-Man himself—or so it seems. Thing is, that Spider-Man, Peter Parker, is observing from the audience. Now Spidey must clear his name, racing some of the world's enemies along the way. (See page 80 for much more.)

Stan is the man:

He may have told us in our June issue that "nobody on Earth knows less about PlayStation" than he does, but it's Stan Lee, Spider-Man creator Stan Lee, who is starting to learn at least a few things about the system. Throughout your adventure, he'll act as narrator for all of you true believers (and new believers) out there.

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by Marc Ecko



ESPN Int'l Track and Field

Publisher: Konami

When you can play it: October

Why you must play it:

The summer Olympics are an international institution and this game looks stunning. After breaking the world record in the 100-meter dash, the sprinter actually hugged other runners. Now that's realism.

The Thing with the Toilets:

In Sydney (the site of the 2000 Olympics) the toilets do actually flush backwards. It's referred to as the Coriolis Effect.



Soul Reaver 2

Publisher: Eidos Interactive

When you can play it: November

Why you must play it:

People that played the original will want to play it to find out what happens; everyone else will be wowed by the eerie, dark and brooding atmosphere that developers Crystal Dynamics have managed to achieve.

No PlayStation version?

Originally headed to PlayStation, the shift to PS2 came relatively late in the development cycle. Those of you dying to know how the story ends are going to have to invest in a new console.

FINAL FANTASY IX

Publisher: Square Electronic Arts

When you can play it: November

Why you must play it:

It's the next installment in the most popular RPG franchise in the world. Additionally, the game will be the final chapter released for the PlayStation console.

What was old is new again:

The Crystal, which can be viewed as the Final Fantasy series will now be restored, Square tells of the main theme surrounding its ninth chapter in the Final Fantasy saga. FFIX is all about returning to the series' roots. Whereas the more recent Final Fantasy games were populated with modern-day weaponry, settings, and themes, early installments took place in pre-industrial times and were filled with kings, princesses, and dragons. The way it should be. At least according to series creator Hirobiki Sakaguchi. Some people insisted that we should continue this cyber feel for FFIX, he says, but I felt like reverting back to the original, natural fantasy world, where people lived freely. After all, this is Final Fantasy's last single-digit title. So with part nine we see graphics, settings, and gameplay more reminiscent of the earlier Final Fantasy games. Even the character art has returned to its original style, thanks to the return of Yoshitaka Amano, who was for the most part absent from the last two installments. Arguably one of the finest artists ever involved with the games industry, Amano's return is sure to please fans. After Final Fantasy IX, the series will take a drastic turn. Not only are future installments planned to be online based, but thanks to the power of the PS2, so many new opportunities will present themselves.



Gran Turismo 2000

Publisher: SCEA

When you can play it: November

Why you must play it:

Take all the best parts of Gran Turismo 2 and imagine what they'd be like with another year of development, and with almost photorealistic graphics. Still need to ask why you must play it? Didn't think so.

More, more, more:

Yamauchi and his team at Polyphony promise even more cars than GT2, and numerous extra bonus modes too.



Star Wars Episode I: StarFighter

Publisher: LucasArts

When you can play it: October

Why you must play it:

LucasArts surprised everyone when they revealed StarFighter, at E3. By taking old-school flight sim dogfighting and placing it in the Episode I time frame the team has struck gold.

See it to believe it:

Screenshots just don't do this justice, you just have to see it moving. It should be a launch game, so make sure you check it out. Don't dismiss it as "just another Star Wars game." It's much better than that.

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Dino Crisis 2

Publisher: Capcom

When you can play it: Fall

Why you must play it:

All the best bits from the original, but now with more weapons, outdoor environments and a much more combat-oriented style to the gameplay.

Even more Resident Evil-like:

While the original *Dino Crisis* featured a constantly moving camera to convey the action, the sequel reverts to more *Resident Evil*-style static backdrops. Capcom reps tell us that this allows "faster action and more detailed enemies." Sounds OK to us.



Ridge Racer V

Publisher: Namco

When you can play it: October

Why you must play it:

Another must-buy launch game. Like every game in the series before it, *RRV* is a truly great GT racing game that is still the best-selling PS2 game in Japan.

Pac-Man drives us crazy:

Rack up enough miles and the game rewards you for your loyalty by opening up a Pac-Man game mode. See him squeezed into his tiny car as he chases around the tracks after those pesky ghosts.

Bookmarks

www.midway.com

www.namco.com

www.squaresoft.com

www.ea.com

www.lucasarts.com

www.playstation.com

www.videogames.com



Onimusha: Warlords

Publisher: Capcom

When you can play it: November

Why you must play it:

Imagine *Resident Evil* set in feudal Japan. Instead of guns and rocket launchers you get swords, knives and other nasty pointy things that make people leak red stuff. The graphics look gorgeous, especially when the weird stuff starts happening with domestic insect creatures.

Stealth ain't everything:

Don't expect *Tenchu* with funkier imagery. *Onimusha* follows the *Samurai* code very closely...so you'll be facing up to the bad-guys and looking them right in the eye before sticking it to 'em.



Timesplitters

Publisher: Eidos Interactive

When you can play it: October

Why you must play it:

Cool first-person shooter with big guns, big explosions and hundreds of people running around trying to blow the crap out of each other. Up to four-player deathmatch, one of the coolest level editors ever round out the package. Interested?

Golden-something or other:

Development team Free Radical Design is made up of a large number of programmers and designers that previously worked on the N64 best seller *GoldenEye 007*.

ALONE IN THE DARK



Publisher: Infogrames

When you can play it: Fall

Why you must play it:

If, for no other reason, to play a decent horror game that doesn't involve Claire Redfield. After all, the beginning of horror games was not the *Resident Evil* series, as many people don't know, or simply forget. It was Infogrames' *Alone in the Dark*.

Alone in the Dark: New Nightmare is more mystery than simple save-your-soul horror. You'll drag perpetual AI hero Carnby Carnby more tougher looking than ever in a trenchcoat and leather gloves) onto the mysterious Shadow Island, pleasantly positioned off the coast of Maine. Carnby's best friend, Charles Fiske, has been murdered and to uncover what happened, and figure the secrets behind Fiske's life work—a quest for three ancient tablets—Carnby goes searching.

Of course, nasty-looking creatures try to impede Carnby's progress, all hell break loose (we don't mean this literally, though we might once we find more out about the game), and the suspense increases.

The coolest feature in the game, besides the story, are the wicked lighting effects. Carnby uses a flashlight that adds to the drama, and causes real-time shadows. Some monsters will even run from the light, while some will be attracted to it.

The Maine man:

The New Nightmare takes place on a spooky island off the coast of Maine. Horror fiction writer extraordinaire Stephen King popularized Maine as a horror setting in more than a few novels, including

name a few.



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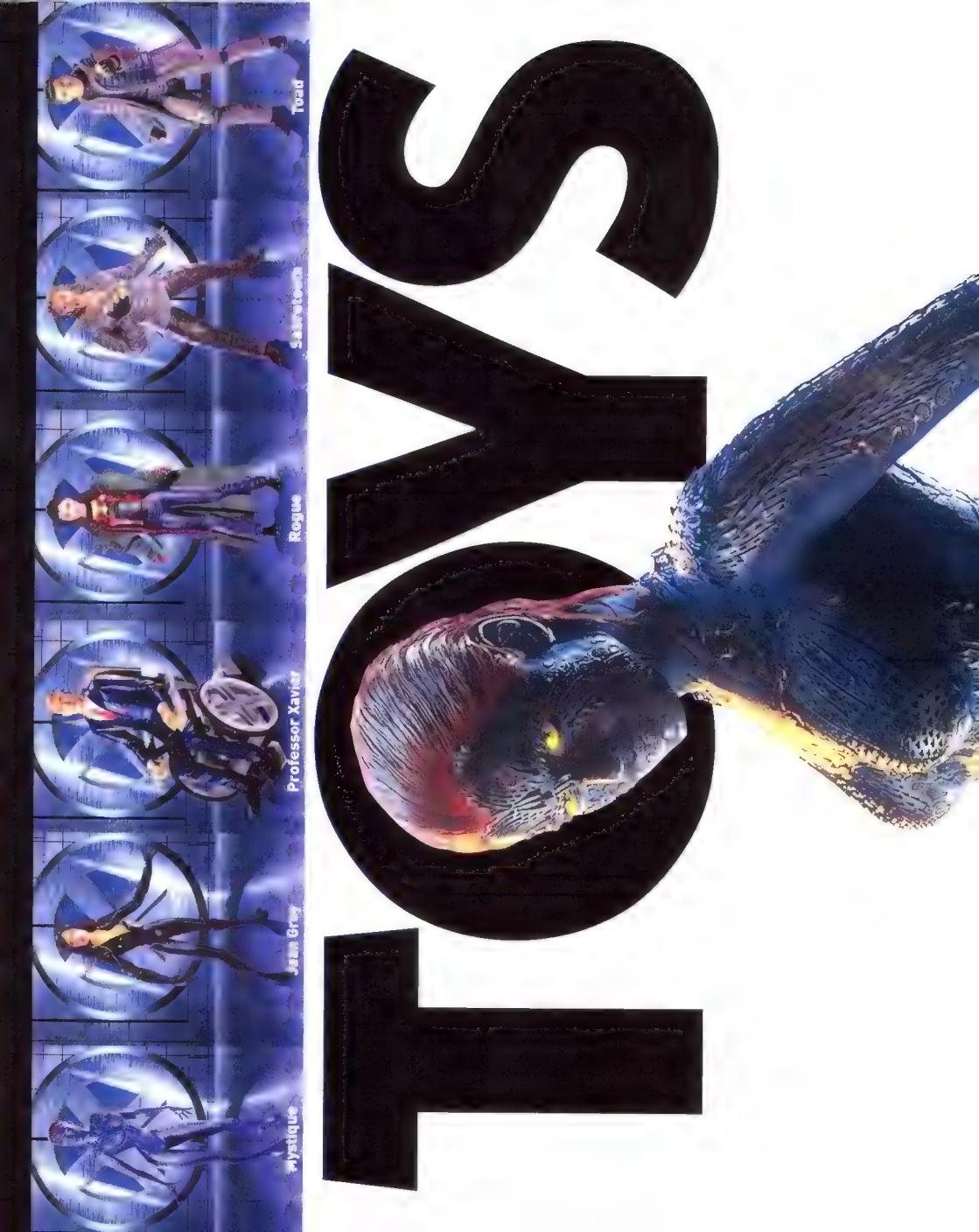
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Toad

Sabretooth

Rogue

Professor Xavier

Jean Grey

Mystique



Go Figure: X-Men Strike a Pose





Bookmarks

www.gamespot.com

It's the game Web site we're alloted with, so we're allowed to plug it. At systems, and strategy.

www.playstation.com

The official PlayStation Web site, and location of the Sound Station store. Watch for lots of cool presents here in the build up to E3.

www.penny-arcade.com

The comic strip that's been the voice of the games industry from our new console days up to now.

www.portalofevil.com

Home of Games Angel Old Man

commentary on the day

www.pulpphantom.com

www.gamejobs.com

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Summer Reading

The Wilding on the Sony PlayStation and the Masters Who Conquered the World of Video Games

REVOLUTIONARIES AT SONY

Reiji Asakura

Revolutionaries at Sony

by Reiji Asakura

McGraw-Hill

As the PlayStation continues to

dominate the market, one man's

account that reads like a walk of

through of Kutaragi's career at

development

The book is a must-read for

Also noteworthy:

Joystick Nation
by J.C. Herz

Little, Brown

of setting our

Game Over
by David Sheff

GamePress

Sound Station

By John Scalzi

Each month we'll be reviewing albums from the bands that provide the aural soundscape to our gaming experiences. This month we review albums from bands contributing to the Tony Hawk's Pro Skater and Surf Riders soundtracks, as well as the Gran Turismo 2 album recently released in stores.



The Aquaman: Do the Alteehoh! (And Other Hits)

Aquatone Records

Featured In: Surf Riders

Surf music for drunk people, and I don't mean that as a slam. The band itself touts the tagline "Legendary Masters of Surf Intoxica," most of the songs are named after drinks ("Wild Turkey," "Ouzo," "Thunderbird"), and the entire set is as sloshed. It's all very cute, in a fermented sense, but musically, there's nothing here that real surf masters like the Ventures or Dick Dale couldn't bat out in three minutes with a massive hangover.

Final Score 6



Dead Kennedys: Give Me Convenience or Give Me Death

Alternative Tentacles Records

Featured In: Tony Hawk's Pro Skater

It's not that you can't stay a child and keep your innocence forever, but try not to think about that and instead dig into some punk music from back when punk was still punk. The Dead Kennedys' influences are way dated, but their music is still way cool.

Final Score 6



Goldfinger: Hang-Ups

Mojo Records

Featured In: Tony Hawk's Pro Skater

90's SoCal ska-punk at its most adequate. Goldfinger has always been a crowd-pleaser, and *Hang-Ups* (which follows the album with their big hit "Here in My Bedroom") plays to the masses, offering up tasty, fast-moving music that you won't really remember after it's done. A couple of poignant moments (like the my-dad-didn't-express-his-love-and-now-I-want-a-hug track "Too Late") are thrown in to show the band has functioning brain cells, but most of the time it's fun, fun and ultimately forgettable.

Final Score 6



Primus: Sailing the Seas of Cheese

Interscope Records

Featured In: Tony Hawk's Pro Skater

Primus is the kind of band that they don't make anymore. They're so freakin' weird, so weirdly good. And I don't know if they'll ever be that good again. Tom Haverford's guitar work is just...unbelievable. The band's got a great sense of humor, too, and the title of this album is no exception. It's a great album, though, and it's a great album to play while you're playing Tony Hawk's Pro Skater.

Final Score 6



Various Artists: Gran Turismo 2: Music At The Speed of Sound

Red Interactive

Featured In: Gran Turismo 2

Music to make you feel that driving at unsafe speeds is a good idea (on your PlayStation, yes. Out where you can hit a deer, no). This is essentially a mix tape of great indie rock from the mid-90s (the Cardigans, the Pixies, the Ramones), filtered through the lens of a racing game. There's a wide variety of left-field entries like the Cardigans and Moby tossed in for variety. Personally, I'm just down with the Cardigans. I mean, come on, they're the Cardigans. Now, who's gonna say that the Cardigans don't have extra strings on their guitars? Yeah, I say.

Final Score 6

The image features a repeating pattern of the word "WHIRR" in large, bold, black capital letters. The pattern is arranged in approximately five rows. Interspersed between the letters are colorful, stylized cartoon illustrations of a character. This character has a round face, brown hair, and is wearing a pink space helmet with a small antenna. They are holding a blue, cone-shaped device with a screen or speaker on top. The character's pose changes slightly in each illustration, showing them sitting, standing, or interacting with the device. The background is plain white, making the black text and colorful characters stand out.



DARCO

Sega Dreamcast

GAME BOY
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The logo consists of the word "EVERYDAY" stacked above the letters "E-Z". The letter "E" is significantly larger than the other letters.



Andrew Kennedy



APOCALYPSE WOW!

Sony Cambridge Squeezes The Best From PS1

In July 1997, Sony Computer Entertainment Europe acquired Millenium Interactive, a company that was known for games like the James Pond series on the Commodore Amiga. Renamed Sony Cambridge Studio, the first project from the group was MediEvil, which proved to be a great success. Revealed exclusively below is the company's next PlayStation project titled C-12, as well as the first details on some early PS2 developments. Andrew Kennedy, producer of MediEvil II, fields our questions.

OPM: Since the initial release of Tomb Raider, the popularity of the action-adventure genre has exploded. Do you feel the overcrowded genre now lacks innovation? Andrew Kennedy: It's true that the genre is suffering from a lot of me too games that have tried to emulate Tomb Raider's success, but there is always room for those who wish to open up the genre with new innovative

ideas. The big headache for us is trying to find that magic mix of originality and popularity. Regarding innovation, I would have to disagree, as amongst the "me-toos" I keep seeing great new ideas arriving. If I were to think that the genre was in anyway exhausted I'd be tempted to eat my PS2 development kit and throw myself off the nearest balcony. Besides, I may not be typical, but I just played right through Syphon Filter 2 and though I would admit it offered little that was new, for the most part it is a triumph of gameplay. Fortunately that is what many people are after, a damn good game.

OPM: Can you tell us a little of what your final PS1 game C12 is all about? It looks like it's a big departure from the MediEvil games.

AK: C12 is a sci-fi third-person action adventure set in the near future. Earth is under siege from alien colonizers. The first wave of their campaign has enslaved whole communi-

ties. Two gruesome fates await the captured: conversion to a Cyborg militia waging battles against the human resistance, or deployed as mindless worker drones in their facilities and encampments. Three key members of the resistance set against this, with an unstoppable determination to banish or destroy the aliens forever. As far as looking different to MediEvil is concerned, the style obviously is far removed from those Tim Burton-esque influences. But through building on the MediEvil technologies and utilizing new texturing techniques, C12 has managed a fairly staggeringfeat; to look even more sumptuous on the PlayStation than MediEvil!

OPM: What do you feel the PS2 will allow you to accomplish?

AK: The platform brings us a number of well-documented opportunities for future games; from highly realistic (or surrealistic) graphics, and more characters (and better looking ones) on screen at one time, to the gameplay possibilities of the analog buttons, and in the future broadband connectivity for console-style online gaming.

OPM: Can you say anything about your plans for the PS2?

AK: We have the studio capacity to develop two titles simultaneously, and to have a third being designed. Currently, as we establish the core PS2 technology and progress on our first title for that console, we are also completing our final PS1 project that is due out in the first quarter of next year, and working up preliminary designs for our second PS2 project.

OPM: Will we catch up with Sir Dan or even James Pond again?

AK: That would be telling. There is a lot of encouragement for doing a PS2 game from the MediEvil stable. Its visuals would definitely benefit from PS2's advantages, but we have some quality idea people here that have developed other new ideas that could further tap the potential of the platform; so you will have to wait and see about that one.



C12 is a definite departure from previous Sony Cambridge titles. Whereas past games have focused on either cartoon-like visuals, or the surrealism exhibited by MediEvil, C12 is a more "traditional" sci-fi game. As you can see from the screens, even though this is a PS1 game, there is a lot of detail in the environments, proving that there is still room to push the system further.





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PlayStation's 25 Beautiful People

*T*here are over 70 million PlayStations sitting under TVs in the world, and there's a system in one of every four U.S. households. That's 27 million of you in the U.S. alone. As you'd expect, whenever anything gets this big everyone wants to get a slice of the pie. Video games and licensed entertainment franchises have always gone hand in hand, but now more than ever we're seeing famous faces cropping up all over the place. It's a two-way street too, not only are we seeing TV, music and movies influencing game franchises, but famous folk are fighting to play roles in movies of games. The next 10 pages shows you just a handful of what's coming.



Tom Cruise

MISSION: IMPOSSIBLE 2

Infogrames recently inked the deal to continue with the *Mission: Impossible* franchise, but because of various delays in actually signing things up, it seems unlikely that we'll see the game for a while. As for Cruise's involvement, it's unlikely he'll be providing specific input. He no doubt has final sign-off on how his character will appear... and chances are we'll see his face on the box art and on all the marketing materials.

photograph courtesy of Paramount Pictures

Britney Spears

STEPPING SELECTION

Jaleco's *Stepping Selection* may not be one of the most noteworthy PlayStation2 games, but it does feature the talents of a number of high-profile acts including the Backstreet Boys and OPM fave, the young and lovely Britney Spears. The game itself is typical rhythm/dance "hit the button at the right time" fare, but the music does place it a step above some of the other junk out there. It was a launch game in Japan, but a U.S. release date has not been set yet.

photograph by Marc Baptiste/Outline



Melissa Joan Hart

BY ERIN TAYLOR

wedge Adventure are currently piecing together a Sabrina game, and the lovely Melissa Joan Hart will be providing content for the game, as well



Michael Jackson

READY 2 RUMBLE ROUND 2

Photo by Neal Preston

© 2001 TIME INC.

photograph by Neal Preston/Out

Mat Hoffman

MAT HOFFMAN PRO BMX

Photo by Neal Preston

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David Spade

THE EMPEROR'S NEW GROOVE

Photo by Neal Preston

photograph by Neal Preston/Out

Lennox Lewis

KNOCKOUT KINGS 2001

Photo by Neal Preston

© 2001 TIME INC.

photograph by David Lachapelle/Alamy



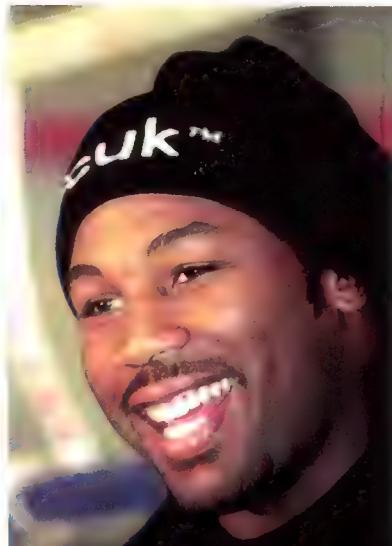
Michael Jackson Ready 2 Rumble Round 2



Mat Hoffman Pro BMX



David Spade The Emperor's New Groove



Lennox Lewis Knockout Kings 2001



Bruce Campbell Evil Dead



Jim Carrey The Grinch



Pamela Anderson Lee VIP



Kevin Garnett NBA Live 2001

**Bruce
Campbell**

EVIL DEAD: HAIL TO THE KING

photograph by E. J. Camp Photography/Oir

Jim Carrey

THE GRINCH

Photograph courtesy of Universal Pictures

**Pamela
Anderson Lee**

V.I.P.

**Kevin
Garnett**

NBA LIVE

ARRIVED ON THE BIRMINGHAM AIRPORT



Sarah Michelle Gellar

BUFFY THE VAMPIRE SLAYER

Set for release this fall, Fox Interactive's Buffy game is a fairly simple 3D action game. You play the part of Buffy, you wander around locations inspired by the show, and kick vampire butt. End of story. As we go to press Fox is yet to announce the extent of Sarah Michelle Gellar's involvement in the project. It's clear that she will be prominently fea-



Homer Simpson

THE SIMPSONS WRESTLING





James Woods



Donald Sutherland

Final Fantasy Movie Cast

FINAL FANTASY MOVIE

Sony Pictures' CG-animated movie *Final Fantasy* will be in theaters next summer, and so far little has been "officially" announced concerning the storyline. Very much a sci-fi epic, the story is set on Earth in the year 2065. Beyond the obligatory battle scenes, *Final Fantasy* will, according to the press release, "take you on a journey of personal discovery into both the real and fantasy worlds, drawing you deep into its characterizations and themes: love, friendship, dreams, adventure, life and death." Those of you not sensitive to the themes of love, dreams and friendship will be pleased that there are apparently some big scary aliens tearing through everything and some heavyweights lending their considerable vocal talents to the main characters.

As you can see from the photos here, Sony Pictures won't be putting any punches when it comes to A-list stars. You should recognize pretty much everyone. **James Woods** is a two-time Academy Award nominee for *Salvador* (Best Actor, 1987) and *Ghosts of Mississippi* (Best Supporting Actor, 1997). His recent feature credits include *Any Given Sunday*, *The General's Daughter*, *The Virgin Suicides*, and Disney's *Hercules*. **Alec Baldwin** recently starred in *Outside Providence* and appeared in a cameo role in *Notting Hill*. His film credits include *Thick as Thieves*, *Heaven's Prisoners*, *The Juror* and *Ghosts of Mississippi*. **Ming-Na** lent her voice talents to Disney's *Mulan* and her other feature film credits include *12 Bucks*, *Street Fighter* and *The Joy Luck Club*. She was also a regular on the NBC series *The Single Guy*. Veteran actor **Donald Sutherland** was recently seen in *Instinct*. His other feature film credits include *Virus*, *Fallen*, *A Time to Kill* and *Six Degrees of Separation* as well as the classics *Klute*, *M*A*S*H*, *The Day of the Locusts* and *Ordinary People*. **Ving Rhames** earned acclaim for his performance as Don King in HBO's *Don King: Only in America*. His feature film credits include *Entrapment*, *Out of Sight*, *Can Air*, *Striptease*, *Mission: Impossible*, *Pulp Fiction*, and *Mission: Impossible 2*. **Steve Buscemi** appeared in the comedy hit *Big Daddy*. Other film credits include *Armageddon*, *The Wedding Singer*, *The Big Lebowski*, *Can Air*, *Escape From L.A.* and *Fargo*. **Peter Gilpin** stars as Roz on the popular NBC series *Frasier*. She has also lent her voice talents to the animated series *Hercules*. For more info check out www.fantafantasy.com.



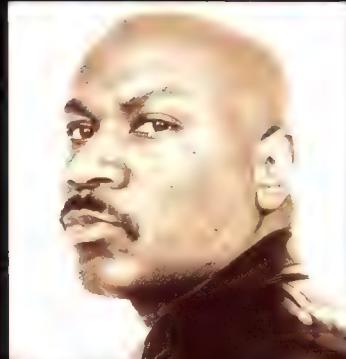
Alec Baldwin



Peri Gilpin



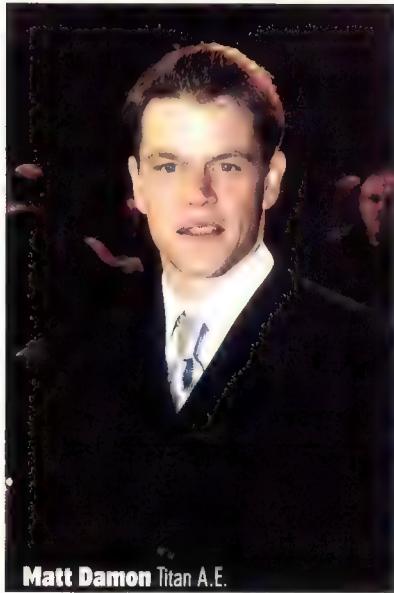
Ming-Na



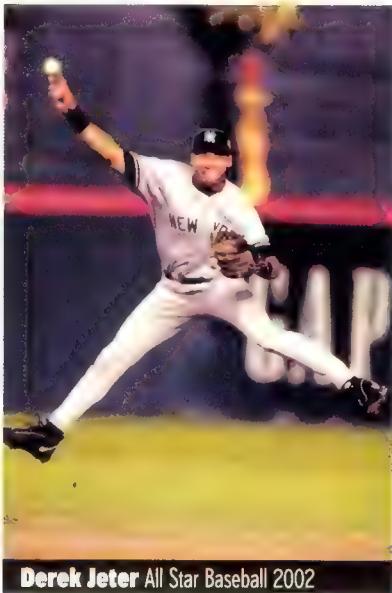
Ving Rhames



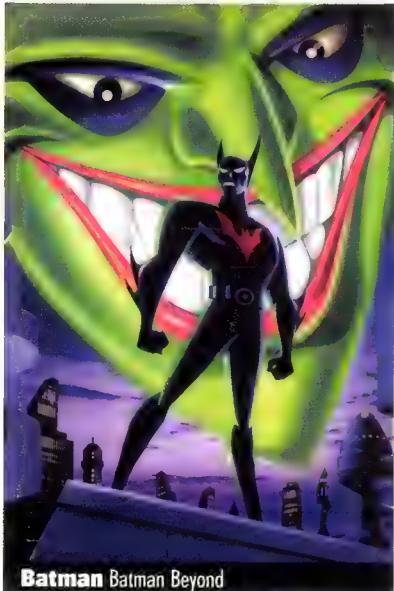
Steve Buscemi



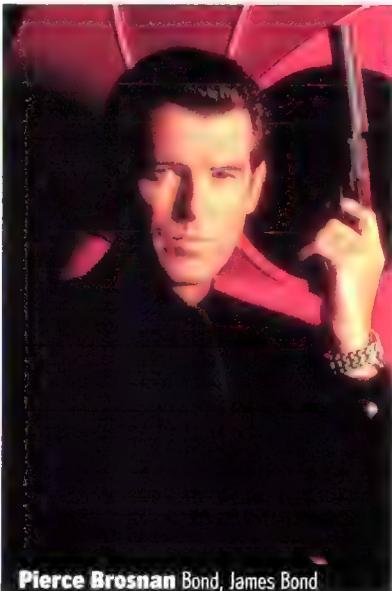
Matt Damon *Titan A.E.*



Derek Jeter *All Star Baseball 2002*



Batman *Batman Beyond*



Pierce Brosnan *Bond, James Bond*

Matt Damon

TITAN A.E.

The star of *Armageddon* and *The Bourne Identity*'s gorgon-like performance, Matt Damon has quietly become one of the year's breakout stars. When he's not New York's favorite kindie, he's a Mr. Clean hero. This summer, he'll be in *Titan A.E.*, the first movie to feature a real-life space shuttle.

photograph by Alex Berkley/Outline

Derek Jeter

ALL STAR BASEBALL 2002

Even the best baseball player can't score from the comfort of a sofa. As the Basis of the new *All Star Baseball 2002*, we'll be able to play the game that's now on the market and that lets you control Jeter. It will be on the shelves in July, and it'll be the last time you can still photograph by Doug Pensinger/MA-sport

Batman

BATMAN BEYOND

When WB announced that they would be adapting *Batman Beyond*, the 19th-century urban vigilante into a take-it-small-Batman fan can and the world, we couldn't help but wonder if the idea of the world's greatest superhero fighting with a teen boy in a mask was being implemented. And now here, coming to PlayStation, thanks to Kremco.

Pierce Brosnan

THE WORLD IS NOT ENOUGH

The most popular Bond since Connery made his last go-around in *On Her Majesty's Secret Service*, when he appears in the highly anticipated game *The World Is Not Enough* on the PlayStation and PS2 game will appear to be different, but both lead to Mr. Brosnan's fisticuffs on the front photograph courtesy of EA

Angelina Jolie

TOMB RAIDER MOVIE

Beating rumored Lara-wannabe's Liz Hurley, Sandra Bullock and numerous others, Academy Award winner Angelina Jolie will be packing Lara's pistols in the movie of Core's multi million-selling franchise. Principal photography for the project doesn't begin for a few more months yet, but Paramount Pictures is already delivering the Stephen Herek (*Born to Be Loved*) *Excellent Adventure!* directed for release next summer. There is no word yet on the "game of the movie," from Eidos.

photograph by Frank Ockenfels/Outline





BLOODLUST

Charles Cecil
hopes In
Cold Blood
begins a new
Revolution for
story-driven
video gaming

Over the past year we've seen
that sets apart our business.

But it is not the only one such company. The *Wolseley* and *Reinold* [sic] were founded by men who had been in the service of the *Armstrong* works.

OPM: For Broken Sword, as well as In Cold Blood, you had people on your team who previously worked on Hollywood projects. What exactly is it that the game industry needs to learn from the film industry?

that the game industry needs to learn from the film industry.
 Chapter 6 (c) There are many film rules that apply to computer games.

OPM: What possibilities do you expect the PlayStation2 to open up for developers and gamers?

CC: Looking at the PlayStation 2 games at E3, it's clear that the game has a lot of potential. What do you think about the direction the game is going in?

AW: Right now, I think the game is in its early stages. It's still a very young game, and there's a lot of room for improvement. I think the game has a lot of potential, but it's still a work in progress.

CC: Do you have any specific plans for the future of the game?

AW: I don't have any specific plans for the future of the game. I'm just trying to make sure that the game is as good as it can be.

CC: Is there anything else you'd like to say about the game?

AW: No, that's all I have to say about the game.

OPM: Can you say anything about the third installment in the Broken Sword trilogy for the PlayStation2?

Overall strategy for the negotiations:
CC: We want to get the best deal we can.
Am. negotiator: I think we should be reasonable and pragmatic. We need to make sure our demands are realistic. What would be the best outcome?
Would you prefer to negotiate or to impose terms?

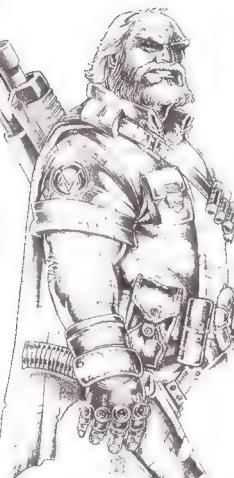
OPM: What's your ultimate goal?

CC is a robot that can learn to play checkers by interacting with its environment. It uses a neural network to represent its knowledge of the game. The network consists of three layers: an input layer, a hidden layer, and an output layer. The input layer receives information about the current state of the board. The hidden layer processes this information and produces a probability distribution over possible moves. The output layer selects the best move based on this distribution. A reinforcement learning algorithm is used to train the network. This algorithm provides feedback to the network based on the outcome of each move. With sufficient training, CC is able to learn to play checkers at a level comparable to a human player.

OPM: You've said that you'd like to one day achieve a game that can bring tears to peoples' eyes—not because the game is exceptionally bad, but because the story and characters are so dramatic. Do you think one day it will be possible to create such emotions in a videogame?

CC Of course it will interest & entertain & potentially stimulate the members of the congregation.

It is now available as a program for the Macintosh computer. The PC version will be available in early 1990.





KODAK 5063 TX KODAK 5063 TX

COPLES WHO PLAY TOGETHER STAY TOGETHER

As gaming continues to evolve more of a mainstream pastime, Official U.S. PlayStation Magazine will continue to introduce some of the couples around the country who game together. We cast our net toward Burbank, CA, where we discovered Dan, 29, a strategy guide author, and his wife Laura, 28, who works in marketing. Their biggest disappointment over the PlayStation? Not enough simultaneous two-player games. Here's what else they had to say.

How did your gaming together come about?

Laura: Umm I've been gaming forever, since Atari. I didn't become interested until after we got married. I would buy him different games for his birthday.

Dan: Well pretty much play when she's in the mood.

Do you ever compete?

Laura: I like to beat him but he beats me.

beating me. Then I don't want to play anymore.

Dan: I used to have to hold back because I'd been gaming for so long longer than he had. But recently she's playing really good. It's gotten to the point where I can't hold back or see it isn't me.

Has gaming interfered with or enhanced your relationship?

Laura: I think it's done both at different stages. Umm likes to play one-player games, and that'll take him away from me for awhile. That's when I start getting weary, but when we play together we have so much fun. Even if we're competing.

Are games too male-oriented?

Dan: I think so. There are some that are more female-oriented though. But those are more silly, stay away with the video game kind of games. I don't think that's what girls want either.



Laura: I think the kind of girls that play games appreciate the way games are set up. I don't think they're too male-oriented. I don't think the women that play them are offended by them.

Dan: There just aren't enough women playing them.

Do you think they make people prone to violence?

Laura: We get aggressive during our gaming... Done... but we sit it out after that.

Laura: Actually, there are moments when I have to take a break because I'm too excited. I get into a zone and keep beating Dan and beating him, but I know at some point it'll be over.

Dan: It becomes tense for her, because she wants to stay ahead.

Laura: Just a short break to bring down my blood pressure.

Any slugging one another in the shoulder for purposes of distraction?

Dan: Laura does it to me all the time. But it's usually after I do a cool move. So she reconciles physically.

Laura: Then I say, "You know, if you love me you won't kill me."

Dan: Yeah, she's always saying that.

What do you think of the representation of women in games?

Laura: I think the representation is exaggerated, of course. You've always got women with large breasts and tiny waists. But I work in marketing, so I understand why it has to be like that.

Dan: Then again, in another portion of the video game market it's gone the other way. You've got characters that are athletic and skilled. Claire Redfield is probably the best hero in Resident Evil and the character with the most skills. Though it's hard to figure out where she got them since she's only 18. And then there are characters like Rebecca, the medic, who everybody hates. But everyone hates her because she's annoying on purpose. And there are female characters in Soul Blade and they're more fearsome than sexism.

If you dressed up as video game characters for Halloween, who would you be?

Dan: I'd probably be the Tyrant from Resident Evil. I'd be eight feet tall with muscles and big claws, but that'd be pretty expensive. It's hard to choose between that and Snake from MGS. Laura could always go as Lara Croft.

Laura: I'd like something from Final Fantasy, though I haven't played it. They're really well designed. I love the costumes.

Dan: Laura doesn't really know the story for FFVII, but if she did, she'd probably be Aeris and I'd be Sephiroth.

WE WANT YOU!

For more information on how to submit your photos, visit www.OPM.com.
We're looking for photos of couples playing video games together. If you have a great photo of you and your partner playing a game, send it to us! We'll publish it here and give you a chance to win a \$100 gift certificate to a local game store.
Please include your name, address, and phone number with your photo. We'll print your name in the photo caption. We'll also print the names of the two winners in the next issue of OPM. Send your photo to: OPM Couples c/o Ziff Davis Publishing, PO Box 3338, Oak Brook, IL 60522-3338 or e-mail stuff to us at OPM@ziffdavis.com.

Laura's Favorite Games

Soul Blade
Syphon Filter 2

Dan's Favorite Games

Resident Evil
Metal Gear Solid

Games they want to buy:

Jedi Power Battles, Final Fantasy IX, Armored Core, MGS2 and anything multiplayer



Photos by Joe Pugliese



SnoCross™

IF IT DOESN'T SAY
 POLARIS
IT'S NOT SNOCROSS



A FULLY LICENSED CUSTOMIZABLE POLARIS SLED
15 Cool Moves, Roll and Back Flips, Gyroscopes
in SnoCross and Cross Country tracks
(and 4 player head-to-head mode)
3 leagues

Win Your Own Sled!
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beginning August 15, 2000



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Coming Soon

Metal Gear Solid 2: Sons of Liberty

More screens to get you excited

Konami.



The only disappointing thing about Metal Gear Solid 2? Snake appears to be wearing the "haircut of the gods": the mullet. Why?

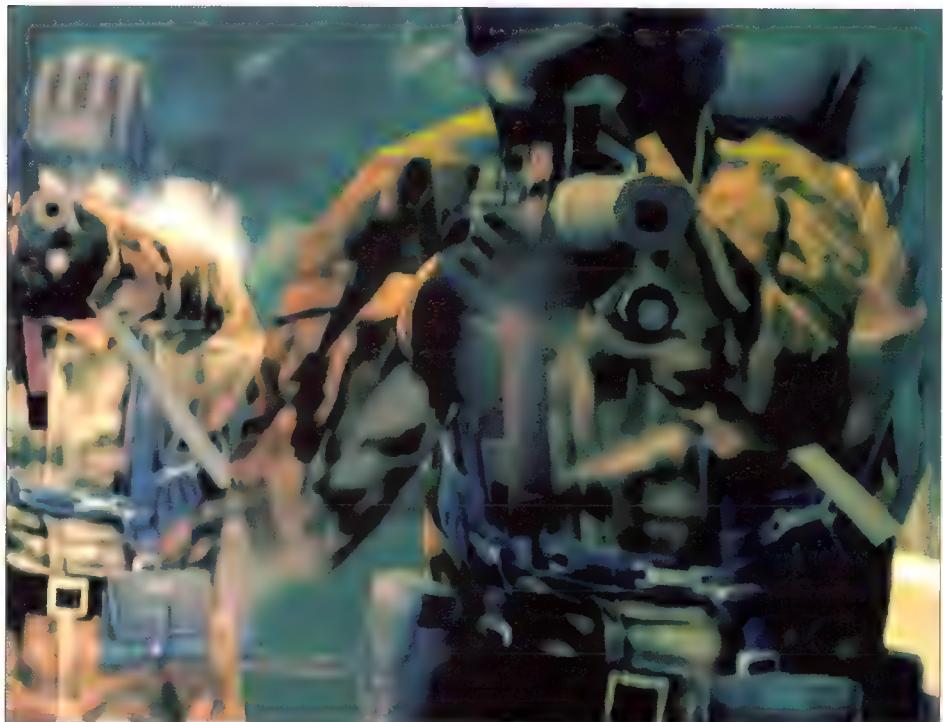


Areas of the screen shift in and out of focus to draw attention to where you need to be looking. Here, the foreground blurs as Snake moves along the walkway in the distance.

Bottom Line?

If this really is "the bottom line" when it comes to graphics for the game, we can't wait to see how things will develop over the next 12 months. While it's easy to appreciate how great things look this early from the screen shots...just wait until you see it moving. Scenes shift in and out of focus to follow the action (as you can see from the image on the far left), and the lighting is already much more impressive than we've seen in any other game. Check out how crisp the shadows look in the images above. One of the most impressive scenes in the early demo shown at E3 in May can be seen in the screenshot to the left. Every bottle and box on that shelf unit smashes into thousands of pieces as the heated firefight ensues.

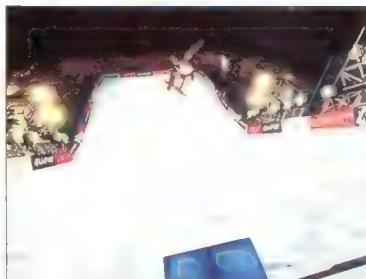
Metal Gear Solid 2 (cont.)



Dark Cloud

Zelda meets SimCity in this beautiful adventure

PlayStation 2
Mature
Sony CEA
The Dark Crystal
Fictional, role
Adventure
\$49.99



ESPN X Games: Snowboarding

Konami



Age of Empires II: The Age of Kings

Konami

end of the year



Rayman

Rayman is one of those characters that really gives the proper respect. Undoubtedly one of the most successful "mascot" characters around (even though he's only been in two games), Ubi Soft has seen huge sales of just about every title he's appeared in since the early days of PlayStation and Jaguar. **No specific release date** is set for Rayman's PSP debut, but the 3D art style apparent in Rayman 2 (see this month's reviews) looks great on the system.



Ephemeral Fantasia

Previously known as Reseiled, Ephemeral Fantasia from Konami is one of the first RPGs for the PSP and it's looking quite promising. While the characters and lands have a distinct anime style to them, many aspects of the title place a strong emphasis on realism. For example, the entire game flows in real time, and certain events can only be triggered at certain times of day. Transitions between the world-map and towns are also accomplished seamlessly.

Evergrace

Two heroes, one story

The highly anticipated launch title from Agete in America is an epic action/RPG from the creators of Armored Core. Telling the story of Yuterald and Shalami, two friends who share a mystic Crest on the back of their right hands. Mysteriously transported to the Medieval Empire, the two heroes will discover the trials and tribulations of the world they now inhabit.

Yuterald is a knight who has been exiled from his home, while Shalami is a sorceress who has been banished from her village. Both must learn to work together to overcome the challenges ahead. The two heroes will face numerous enemies, like talking trees and giant insects, as well as many of From Software's other creatures. You can even customize your characters by mixing and matching armor pieces, weapons, and powerful spells. Mystical seeds let you tailor your characters' stats to your liking. You can even customize the colors of armor while the store clerk looks on—create an eye-catching ensemble and you just might get a discount!

Originally developed for PlayStation, Evergrace's visuals have been scaled up for PlayStation Portable. In addition, the environments have been fleshed out with more special effects and articulated characters.



POV

From the numerous save crystals scattered throughout the world, you can switch between Evergrace's dual heroes on a whim. Yuterald and Shalami start out alone, each following his own particular goals. Yuterald seeks to avenge his father, while Shalami aims to rescue a friend from two evil sorcerers. Eventually their paths will cross, providing players with different viewpoints on the events unfolding in Rieubane, in addition to new gameplay challenges.



BANDAI



CAUTION: MAY NOT BE SUITABLE FOR PEOPLE WHO SUCK AT VIDEO GAMES

If you're going to try playing Digimon World, you'd better make sure you've got some underpants. See, some of these Digimon are so vicious and twisted they'll eat your pants off if you leave them on. That's okay with them; they are more things to blow up in video games. Like you.

So if you think you've got enough game for Digimon World, bring it. But don't say we didn't warn you.

DIGIMON
DIGIMON WORLD





Run Like Hell

Interplay is making an effort to keep the PlayStation 2 market hot with a new racing game. It's going to take from classic sci-fi movies like Star Wars and Star Trek to get away by 2001. The game is called *Fusion GT*, and it's set in the future. It's the kind of game that you can't wait to play, but you don't know if it's going to be any good. That's why we're going to show them their bidet, sorry, the PlayStation spring.



Fusion GT

Known in Japan as *Hireswedge*, *Fusion GT* is being localized by Crave Entertainment for the North American launch in October. Unlike most racing games, *Fusion GT* is a single-player game that you square off against your computer-controlled opponents. Fusion GT features the futuristic racing tracks and futuristic speed that you've come to expect from the PlayStation.

Primal Image Vol. 1 •

It's boring just to watch...

Building on the success of *Nintendo's* *Pokemon* series, *Primal Image Vol. 1* is the first in a series of three action-replacing *Pikachu* with three plastic women. The game is set in a futuristic world where the last of the human race has been replaced by robots. The robots are controlled by the *Atmos* corporation, which is trying to do something with the human race. The game has a lot of action and adventure, but it's not as good as the first game.

Even though it's not as good as the first game,

it's still a good game to play.

The game is set in a futuristic world,

but it's not as good as the first game.

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Token Male

Some gamers were concerned with *Primal Image Vol. 1*'s focus on women, so they'll be surprised to learn about Nobu (right), *Primal Image's* token male. Minimal effort has been afforded this artificial blond, as you can't snap pictures of Nobu, just pose him. Despite being a virtual male model, Nobu is 179cm tall, collects vintage clothing and enjoys working on his motorbike. Line up ladies—Nobu's hot and on the prowl!



The Amazing Hero is Back!

STRIDER™²



A dark and dangerous future. An elusive hero. Now, one of the world's most legendary heroes, Strider Hiryu, returns on the PlayStation® game console. Armed with his light sword, Strider blazes through the darkness to battle the evil dictator, Grandmaster.

Featuring 2 discs of gritty action adventure, this highly anticipated sequel also includes an incredible bonus...the complete, original Strider adventure.

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Star Wars: Super Bombad Racing

Star Wars gets cute?

In a game like Crash Team Racing, Lucas Learning will set the pace for the first quarter of next year.



The Getaway

This game looks really good. And it's only enough to play. The screenshots that have been shown look really good. The graphics are very nice. The textures are very good. The lighting effects are great. The overall look of the game is very impressive. I'm looking forward to playing it.



No One Lives Forever

like one part James Bond, one part Austin Powers, and one part *Die Hard*, and you've got **Fox**! The fourth quarter will be filled with lots of weapons and gadgets.





1
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三

Silly Wars

There will be eight super-deformed style Star Wars characters appearing in Super Bombard Racing, and each will be riding a tiny vehicle appropriate to them. Watch out for Darth Maul, Queen Amidala, Yoda, Obi-Wan Kenobi, Boss Nass, Jar Jar Binks and Sebulba. There will no doubt be a host of secret characters and environments to unlock, too.



LAP 1
01'52"10

Gran Turismo 2000

The finest racing game ever made?

1961-1962: 1963-1964: 1965-1966:

$$e^{(1)}(x) = \frac{1}{2}(1 - \sqrt{1 - 4x}) \quad e^{(2)}(x) = \frac{1}{2}(1 + \sqrt{1 - 4x})$$

For $\mu \neq 0$, we have $\lim_{t \rightarrow \infty} \mathbb{E}[X_t] = \mu$.

Sony's the end of the year

REFERENCES

Polyphony.

For more information about the study, contact Dr. Michael J. Hwang at (319) 356-4550 or email at mjhwang@uiowa.edu.

The following sections will introduce the basic concepts of the proposed framework.

卷之三

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10. *Leucosia* (L.) *leucostoma* (L.) *leucostoma* (L.) *leucostoma* (L.)

Page 1 of 1





ESPN International Track & Field

BETTER THAN THE REAL THING! You can play the 100m dash, long jump, and high jump in Konami's *ESPN International Track & Field*. The game features every track and field discipline, plus the possibility of winning the Olympic gold medal. Camera angles are always different, so you'll never see the quality of the magnified camera angles seen in *PS2 Launch*.



Dropship

NEW FROM SONY COMPUTER ENTERTAINMENT AMERICA, *Dropship* is a futuristic flight simulation game. The program is set in the year 2050, where the game sets you in the role of a pilot who must fly through various missions using a variety of Dropship crafts. Developed by Sony Camden Development Studio, *Dropship* has no planned release yet.

Z.O.E. Zone of the Enders

Kojima's Ender's Game?

BY JEFFREY M. HARRIS
CONTRIBUTOR TO *PLAYSTATION MAGAZINE*

Hideo Kojima is one of the most interesting game designers in the business. He's created some of the most innovative and compelling games ever made, including *Metal Gear Solid*, *Sniper Elite V2*, and *Death Stranding*. Now he's taking on a new challenge: creating a game based on the hit science-fiction novel *Zone of the Enders*.



Spider-Man

Prepare yourselves, true believers! Spider-Man is almost here!

Four Spider-Sense was binding! **Neversoft**
M. providing an all out shock. **Activision**

With the exception of the first two, all the remaining species have been described from the Malabar coast.

Year	Population	Rate	Rate	Rate
1950	100	100	100	100
1960	120	100	100	100
1970	140	100	100	100

It is also important to note that

For the first time, we have been able to measure the effect of the magnetic field on the rate of the reaction. The results are shown in Figure 1.

renders for *Check Out*, a late summer

Endorsed by Check Point® **late summer**

Digitized by srujanika@gmail.com



Marvelous

For Spider-Man, Neversoft aims not only to please those in search of a great action game, but also to further the enjoyment for Marvel fans by including staples of the Marvel Universe not necessarily prevalent in Spider-Man comics themselves. Here we see Spidey slinging his way to Fantastic Four headquarters (far right), as well as a fight with Venom just outside the notorious Hellfire Club (right).





Heroes and Villains

Throughout his adventure, Spider-Man will confront fellow superheroes and many of his most infamous foes. Activision is keeping mum on divulging them all, but we do know that Black Cat will be there to provide aid, while Scorpion, Rhino, Venom, Mysterio and Doctor Octopus will provide some stiff opposition. We're assured that more will be announced soon.



Sydney 2000

Activision



August



Miss Spider's Tea Party

The Miss Spider's Tea Party game is based on the children's book by Emily Arnold McCully.

October

Simon & Schuster Interactive

Miss Spider's Tea Party is a fun, colorful game for the PlayStation. It features the lovable Miss Spider and her friends as they host a tea party for the neighborhood insects. The game includes a variety of activities such as dancing, singing, and playing instruments.



Final Fantasy IX

Another update on the year's biggest RPG

Ultimate Fighting Championship

In the version of UFC we got from Crave's www.vg.com,

you'll

different fighting styles. The game deftly blends to a pulp in the fourth quarter.



RayCrisis: Series Termination

With four titles

in the series

Working Designs is bringing RayCrisis to U.S. gamers via its SPAZ channel this fall.



Monster Force

Konami's

newest title

is set to hit

stores this

fall.

It's a

survival-horror

game

set in

a post-apocalyptic

world.

It's

set in

a post-apocalyptic

world.

It's



Square

Spring
November



Star Trek: Invasion

A solid Trek game? Make it so!



Activision



Let's Fight

Anyone familiar with the Final Fantasy series should know that its games always feature great battles. FFIX uses the same Active Time Battle system we've all become accustomed to, but strays from some elements introduced in the previous game. There are no more timed trigger attacks, and magic has gone back to mere character-specific spells based on magic points. Below, a rendered battle sequence between Bahamut and Alexander.



One of Invasion's varied missions has players escorting the Enterprise (above), while others put you at the controls of a powerful turret (right) with directions to eradicate incoming Borg ships, or even inside a Borg cube itself (below)!



Incredible Crisis

Titus



Lunar 2

Another day another Working Designs delay. But we're still



The Grinch

Based on the book by Dr.

Konami



For October

Breath of Fire IV

Stop dragon my heart around

Capcom
September



Magic Combos

Sometimes two spells can combine with one another to form a third. Experiment to see which spells go with which. And fear not—though this is a Capcom game, the enemies can't perform Combo Breakers.



Fear Effect: Retro Helix

The old gang returns to tackle human genetics

Eidos



When it Rains

If you manage to survive all the horrors of Retro Helix and unlock the chromosomal story that unfolds, you'll face off against a surprise enemy we're only ruining it now, because the game isn't even close to being released). It seems that Rain's twin sister, Mist, is burning with the ultimate evil—not to mention a hunger for the flesh of Rain's counterparts.

We don't have any shots of Mist, but we can only hope she shares her sister's physique.



fall

A screenshot from the game showing a city at night with several orange and yellow explosions and smoke billowing across the sky. The word "fall" is written in red text at the top left of the image.



early next year

Girl Lovin'?

Apparently, Hana was as surprised as we were to hear that her "girl-friendly" history was going to be exposed in *Fear Effect: Retro Helix*. Nothing has been confirmed (nor denied), but rumor has it that Hana used to have a close "association" with newcomer Rain Oin.

We won't use the term grrl [oops!] or the word lesbian [yikes!], but we're curious to see how far *Fear Effect*'s prequel will push this topic, previously taboo in video games.



Army Men Air Attack 2

3DO

fall

A screenshot from the game showing a city at night with several orange and yellow explosions and smoke billowing across the sky. The word "fall" is written in red text at the top left of the image.

ESPN MLS GameNight

Let Konami

summer

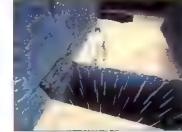
A screenshot from the game showing a soccer match on a green field. The players are in motion, and the stadium lights are visible in the background. The word "summer" is written in red text at the top left of the image.

The Mummy

Konami

October

A screenshot from the game showing a mummy wrapped in white bandages, lying on a bed. The word "October" is written in red text at the top left of the image.



Spin Jam

Empire Interactive

PlayStation
November 2000
\$39.99
Rating: E10+
Genre: Sports
Platform: PlayStation



Woody Wood-pecker Racing

Midway America Entertainment

PlayStation
November 2000
\$39.99

Mary Warner Konami
Sports, Action, Adventure
Rating: E10+
Genre: Sports
Platform: PlayStation



Mort the Chicken

World Entertainment

PlayStation
November 2000

Konami
Action, Adventure
Rating: E10+
Genre: Action, Adventure
Platform: PlayStation



Tenchu 2

Build your own stealth adventure
Activision



Mortal Kombat: Special Forces

Midway America Entertainment

PlayStation
November 2000
\$39.99

Midway
Action, Fighting
Rating: M17+
Genre: Action, Fighting
Platform: PlayStation



Arc the Lad Collection

Working Designs

PlayStation
November 2000

Working Designs
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Photo: Jessie Frohman/Corbis-Outline

WHO WANTS TO

You've heard him say it a zillion times on television: "Is that your final answer?" But this time, the immortal words of Regis Philbin aren't being spoken to someone else—they're directed at you. Sound improbable? Maybe so. But with Sony Computer Entertainment America's recent release of Who Wants to Be a Millionaire 2nd Edition

BE A PRETEND

for your PlayStation, the scenario has now become more likely. Sure, there's no real money on the table. Sure, Regis' voice is recorded. Sure, your version of the hot seat is more commonly referred to as "the couch." But it's also the closest you may ever get to partaking in one of the first widespread American phenomena of the 21st century.

MILLIONAIRE

by Chris Baker



The Name Game

Originally developed for the PC by the Inverness-only crew at Jellyvision (makers of You Don't Know Jack), Millionaire 2 features a fast-tapping trick where you have to type in your name. You won't ruin anything by telling you what happens.

Regis Philbin's Millionaire 2 is available for PlayStation and PC. It costs \$39.99. To learn more about the game, visit www.jellyvision.com.

A Million-Dollar Sample

Curious as to what sort of progression of questions you might get in Millionaire 2? We played through an entire million-dollar game for you. Got what it takes to win it all? Go ahead and test yourself (answers on page 95).

Since August of 1999, the Regis Philbin-hosted *Who Wants to Be a Millionaire* has been a ratings juggernaut for ABC, consistently winning its time slot whenever it airs. Almost single-handedly, the show has lifted the network from third place to first in a single season—the first time such a feat has ever been accomplished.

Now, if one might expect, it hasn't taken long for the American television craze to be brought into viewers' homes via CD-ROM. Last November, the original home version of *Millionaire* debuted on PCs and Macs to mediocre reviews. But how could Disney Interactive care with sales of more than 900,000 units in less than five months? Now the sequel, *Who Wants to Be a Millionaire 2nd Edition*, is doing similar sales damage—and you can finally play it on your television via the PlayStation.

After being initially developed by Jellyvision within a four-month period (most games take well over a year), *Millionaire 2* was converted to PS in two months by ImageBuilder Software, with Disney Interactive and publisher Sony Computer Entertainment America chipping in whenever necessary. "The PlayStation version is the same as the 2nd Edition PC version," says Peter Clark, producer at Sony CEA. That's why Sony added "2nd Edition" to the title. "We didn't want consumers to think they were buying an identical copy of the first version for PC," Clark explains.

If the name Jellyvision rings a bell, then you might be familiar with the developer's line of You Don't Know Jack games for PC and PS (see sidebar). Much of the attitude from the critically acclaimed titles has been borrowed for *Millionaire 2*, as Regis *knows* a little more reverence than on the show—he might even make fun of you if you perform poorly.

And, believe it or not, performing poorly is a definite possibility with the 600 questions *Millionaire 2* has in store for you. Though the show's first four or five questions tend to be a tad on the easy side (it's for the kids!), Philbin proclaimed enthusiastically on CNN's *Larry King Live* earlier this year, this is only occasionally the case for *Millionaire*'s home incarnation. Can you name America's most popular dog? The number of pence in a shilling? The national animal of Australia? These are all first-round questions.

But before you can answer any of these questions, you might have to beat a friend—just one (we didn't have time to implement Multi-Tap functionality), claims Clark—in an equally tough Fastest Finger competition, the only component of *Millionaire 2* differing from the PC version in procedure. By placing four objects in order so as to correspond to your PS buttons in the fastest time, you'll earn a spot in the hot seat to take on Regis' barrage of eclectic questions. If both of you should happen to answer incorrectly, you'll get the same question again and again, until one of you is right—or until Regis grows impatient and resets the game, whichever comes first.

Once the questions head your way, it might not take long



before you're stumped and forced to use a lifeline by tapping the L1 button. But how can these possibly work, you ask? The 50/50 (which takes away two of the four answers, leaving you with what usually turns out to be the two most obvious solutions) might be simple enough, but you certainly can't poll an audience or phone a friend...

Fortunately, *Millionaire 2* has its ways of remedying such a dilemma. Should you desire to seek the "audience's" help, simply choose the lifeline and view the results. Fear not, though. These numbers were the result of an Internet survey conducted to 50 people, not just randomly thrown in by developers.

Feel like consulting a friend for help? Well, you're out of luck. One of Regis' friends will have to do. Still, his buds tend to be called as often as the lifelines are in the TV show—for better or for worse.

One of the main differences between the television program and the game has to do with time restraints. While contestants have the whole show to answer on television, such is not the case in *Millionaire 2*, as you have only 30 seconds to respond. "We didn't want the user to have the ability to research their answer," says Clark. Of course, those with the inkling to cheat still have access to the pause button.

Still, there are those out there who will be able to play all the way through without any help. Just ask Clark about he and his colleagues at Sony CEA: "We've all been able to finish the game," he says. "We're pretty smart, you know." \$

FASTEST FINGER

The order of these articles of clothing, from head to foot:

- A: espadrille
- B: gaucho
- C: cloche
- D: poncho

\$100 QUESTION

What is the name of Raggedy Ann's doll brother?

- A: Red
- B: Freddie
- C: Randy
- D: Andy

LIFELINES

\$200 QUESTION

In the movie "Star Wars," what kind of creature is Chewbacca?

- A: Wookiee
- B: Wobbie
- C: Wookiss
- D: Klingon

LIFELINES

REGIS SPEAKS!

Q: Los Angeles has said that every time a game show works in prime time, a hundred people are out of work in Hollywood because they were putting together dramas or comedies. Any guilt about that?

Regis Philbin: No. But I do think about that from time to time. I realize what's happening. I never expected—I don't think any of us did—that we would be putting some shows out of commission because they wanted us more than once a week. I know what it is to be out of work. And I feel for those people. But what are we going to do? The network is saying more, more, more.

Q: You appeared in front of the television critics last July, and while you expressed a little bit of

relatively easy to get that big rating in August. And everybody said, Wait until November, when you're up against real competition. And November came, and there was real competition, but the show just—the ratings went higher. So I think it was then that we realized, yes, indeed, this really is a juggernaut, as Bill Carter said in *The New York Times*, a phenomenon. So that's when I think it dawned on me that we had something really special here.

Q: How much preparation is there for you on this show, and how do you pace yourself with the two shows?

RP: Well, on this particular show, really this staff does most of the work. I mean, they try everybody in,



Getman comes in around 8:45. I talk with him about the guest lineup, check the papers so I know what did the night before, go down to get

lost track of them, I would receive from time to time copies of that old game show, *What's My Line* or *Who Do You Trust*, and it was fun

RP: It's terribly exciting to be with them as they proceed and progress through the levels. I feel terrible when they lose. Lately we've had a

"For years being a millionaire in this country was what everybody wanted to become, and there's a chance to do it in television in one night."

optimism about the success of the series, you didn't predict this overwhelming success. At what point did you realize that you had a megahit on your hands?

RP: Well, we started out real good better than we expected, and then the show just blossomed the longer it was on. So we had some terrific ratings in August. But then, you know, television has given up on the audience in August, and the audience has really given up on television as well. But here was something new. So it frankly was

They extract a little biographical information about them, put them on cards. The format, I mean, I know intimately, so there's no preparation there. Frankly, I come here maybe an hour before show time, change, chat about what's new and a little bit about the guests, get a little kind of fix on them, and then we start the show, and it takes on a life of its own. So that's about the schedule for the show. The morning show, I walk over to ABC around 8:20 in the morning, change my clothes,

made up at 10 minutes to 9:00 a.m., meet [Kathie Lee] at one minute to 9:00 a.m., walk down the highway, walk out and he's introducing us, and the show begins.

Q: Were you a fan of game shows before this show? Did you have a favorite game show?

RP: Well, I watched them over the years. I saw them all, years ago, I enjoyed *What's My Line* and *To Tell the Truth*, loved them for their simplicity and the fun they produced. I guess I was a fan then. Of course, they went out of favor, and I kind of

seeing Johnny Carson 40 years ago, and I admired his work very much. But there was no inclination on my part to do the remake of those shows. It wasn't until I saw *Who Wants To Be A Millionaire* that I really got excited about game shows.

Q: We know how the contestants feel when they're in the spotlight and about to win or not win the million dollars. But do you, too? Do you get caught up in the drama? Do you find your pulse racing faster for them?

couple of people who just have trouble getting beyond the \$1,000 or \$2,000 area, and it's a heartbreak, really, literally for me to have to tell them that yes, indeed, you've lost, you've been reduced to \$1,000. And I hate it. I love it when they win, and I want more winners, and you know, if this thing was so easy, why don't we have more winners? But that's my answer, and that's my final answer.

*(Thanks to David Waldon
LA Bureau Chief, Coverstory
Flywheel Media)*

\$300 QUESTION

27



How long is Hanukkah?

- A: one day
- B: five days
- C: eight days
- D: two weeks

LIFELINES

\$500 QUESTION

28



Some would likely contract salmonella following from eating which of the following items?

- A: carrots
- B: chicken
- C: lettuce
- D: rice

LIFELINES

\$1,000 QUESTION

29



What car company once manufactured and sold the "Datsun" line of automobiles?

- A: Nissan
- B: Mazda
- C: Toyota
- D: Daikin

LIFELINES



Video Game Tips & Tricks

How to Cheat Your Way to the Millions

Ingredients: One Pause button, one Internet hookup, one keyboard

1. Old-Fashioned Search Engines

First things first: Go to basic search engines and type in the main topic of your question. For instance, if you're trying to figure out what the three branches of the U.S. government are, just type in "U.S. government" and hit "search" to get a link to find the answer. Try these search engines for the good news: www.portholelight.com

www.yahoo.com, www.askjeeves.com

2. New-Range Encyclopedia

In the search engines come up empty, narrow your searching horizons to encyclopedias. Remember back when encyclopedias unlocked the secrets to life in only 17 volumes? No more stacks of books to find your answers! Try these, typing in the main topic:
www.britannica.com, www.encarta.com,
www.worldbook.com

3. The Rules of Specificity

If you've got something obscure that escapes any other stretch of reason, try typing in the topic followed by .com — you might luck into something. For instance, if you're trying to figure out which brother left *My Three Sons* early, type in www.mythreesonsons.com

MILLION DOLLAR MAN

**John Carpenter won it all...
but he's still the same guy**

John Carpenter eats at Phil's. At his quaint two-story home in Hamden, Conn., he wears jeans, shirts and a replica jersey of the Best in Red Sox, his favorite baseball team for 25 years. His vision set him, not being more fancy attached to it. He and TR

In other words, John Carpenter is a person very much like you and I. Just as different, though. He's one of a handful of people ever to win a \$1m cash prize on a game show. And he's still got it, period.

It happened on November 19, 1999, during the live broadcast of the ABC-rated phenomenon *Who Wants to Be a Millionaire*. After winning the first four questions, at the start of the new game, host Regis Philbin asked Carey making the butch cut, "Are you prepared to be a millionaire?" In his typically jocular manner, as if testing the waters, he asked, "What's the most important thing? Who's the best U.S. President?" In the interests of fairness, Carey responded with a smile, "I don't know who's the best." Philbin then asked, "What's the most important thing? Who's the best U.S. President?" Carey responded with a smile, "I don't know who's the best." Philbin then asked, "What's the most important thing? Who's the best U.S. President?" Carey responded with a smile, "I don't know who's the best."

A Celebrity?

So what if I'm performing a million and one more than 10 to someone? If Carpenter represents a typical example, then, I'd dare to say he has to say nothing, the tiny biopic he's made about his life, *BMW 8*. Everything else is pretty much invented, he says. It's a big change having that safety net. But people recognizing me — they



Largest numbers

\$2,000 QUESTION

OPEN

27

What place is named in the title of the 1979 live album by rock legends Cheap Trick?

A: Budapest B: Budokan
C: Bhutan D: Britain

LIFELINES

\$4,000 QUESTION

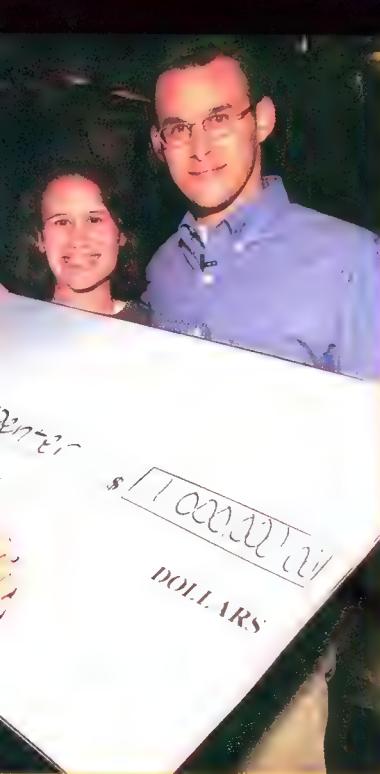
OPP

28

Who was the first American in space?

A: John Glenn B: Buzz Aldrin
C: Alan Shepard D: Neil Armstrong

LIFELINES



actually get a big kick out of my success and use that fact to pick girls—it doesn't work very well. They don't treat me any different. My wife, Deb, doesn't treat me any different. Her friends do, and ask, 'What about you? Does a celeb like a celebrity's wife.'

"Anyways, you know, Deb keeps up with a sheepish smile. 'Everybody stops you,' it's strange though. When you're on national TV, you forget that you're in that setting. Then somebody stops you, and you think, 'Yeah, that's right.'

"Makes you forget that. I really feel like a big deal to some people you talk to," elaborates Carpenter. And I don't feel like we've changed at all.

Though there's no doubt that Carpenter's recognized so regularly due to his success on *Millionaire*, his fame has been reinforced through preferences in a variety of media outlets. "Who else can say that publication as diverse as *Entertainment Weekly*, *Time*, *Journal*, and the ones you're reading now have interviewed them for essentially the exact same reason?" You may have also seen him on such television shows as *Good Morning America*, *Politically Incorrect*, *Late Night with David Letterman*. He's even claimed to have appeared on *Sex & City* (on the HBO channel) in a 2003 television game show he contestants viewed from the minutes rec room.

Ask him about his favorite media-related opportunity since winning the big prize and Carpenter's got it: *That's Not Fair*—*Night Shift*. "He says of his November 1 appearance on the show's opening 40th, which featured him and David, 'I knew it was going to be running mate. That's just damn cool, nowhere. They asked me, 'John, you wanna be on *Night Shift*? Night Shift?' And like, 'What's kidding me? If you don't like it, I'm gonna fail you, I hate that show, but... really, I didn't want someone else to do it, the American people who am I supposed to do it myself?'

In the Hot Seat

By the time the two journalists' conversation inevitably shifted to *Who Wants to Be A Millionaire*, Carpenter's interest in the show had grown on the rankings charts. In August of this year, when he was essentially forced to watch it with his 35-year-old son, he recalls, "I was like,

Better living, though, Carpenter was hooked and decided to try the show's free number in an attempt to get into an interesting act or coming from someone who had never even tried to be on. "I never had a radio station or [John T. Trotter] from *America's Most Beautiful Baby Contest* or anything like that," he answers. "I was the first person to answer correctly, surviving him to move on to the next round. ABC called him in, part of the panel that's always on a taping next day, and for a couple of hours I was up the night before. I had vision of myself with a young throughout my head." But would you know it? No "ra."

A bit discouraged, Carpenter tried again. After getting through or the testy "summit" that had never happened to him before—he proceeded to ask a series of questions on current events



Three Tips from a Millionaire

Who doesn't want to test their grit and knowledge en route to a shot at the big dollars? If you end up on the show and are wise enough to trust *OPM* as your No. 1 source of news, then try following these three tips from fabled champion John Carpenter.

Tip #1: Stay calm

If you get up there, above all, sit back, relax, forget about the cameras, the lights, the music—they aren't as obtrusive as they seem on TV. The music isn't that loud. You don't really notice it."

Tip #2: Take time to think

The best thing about *Millionaire* is that there's no time limit—you can take as long as you want."

Tip #3: Use your lifelines wisely

I can't believe when people use a 50:50 if they think they know what it is—without fail those two will remain. To me, it's the best lifeline if you have no clue. Save it as long as you can. And if you ask the audience, don't sway them by discussing your reasoning."

\$16,000 QUESTION

27

What is another name for the camelopard?

- A: circus
- B: giraffe
- C: cantaloupe
- D: oasis

LIFELINES

\$32,000 QUESTION

27

In what city would you find people studying art and design at the Fashion Institute of Technology?

- A: Paris
- B: New York
- C: Los Angeles
- D: Melbourne

LIFELINES

\$64,000 QUESTION

28

According to the Mother Goose nursery rhyme, which child is full of woe?

- A: Monday's child
- B: Wednesday's child
- C: Thursday's child
- D: Saturday's child

LIFELINES



What's a Million Worth Anyway?

You just won the big prize. To find out how much you'd walk away with, and what you should do with your money, we called on Harvey Kraus, a N.J.-based accountant and investor.

The Take

A million claims won't yield nearly as much chowder after the government gets their hands on it. Off the top, you'll lose about 37 percent to the Feds. And then, depending on where you live, you might have to fork over as much as 10 percent more to state and local taxes (if, say, you're a New York City resident). Of course, if you come from a state like Florida or Alaska, you don't have to worry about state taxes. "So if you live in an igloo, or like to spend a lot of time schvitzing under the sun, then you get to keep more of your cash," says Kraus.

What to Do

If you want to live off this money without investing it, you certainly won't enjoy a millionaire's lifestyle. Put your winnings into a variety of bonds, and you're likely to reap about \$40,000 a year in income without running down the principal. So what's the best way to handle your windfall? "You want to plan your life so you have the least amount of stress," says Kraus. That means you shouldn't worry about squirreling it all away. "What the *** is all that money worth if you don't enjoy it?" Kraus declares. Take a vacation, buy yourself a house with no mortgage, put some in your checking account, then invest the rest. If you're a 20-something like us, even a mere \$100,000 invested wisely can turn into a nice retirement fund when the time comes.

It may be time to be invited to partake in the annual grand-wan-the-playoff-and-party business, too. You know, like

the super-rich who live in the country clubs and keep the mansion on the lake... thought a dog pretty well. "I would have thought I'd probably hit about \$250,000." We ask, knowing full well that that's

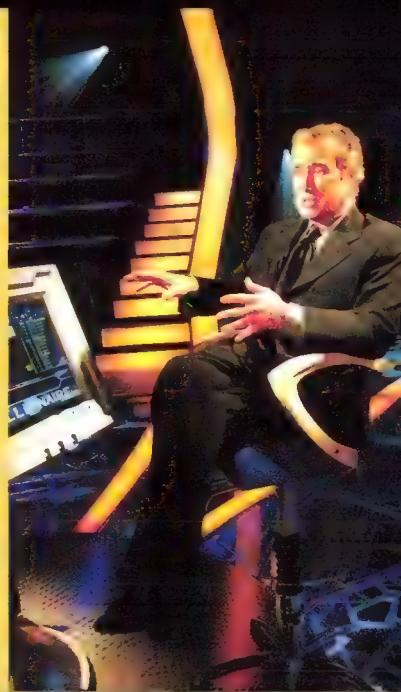
Art Novak does he's "about" tripling his net worth since he got the eminable money. "I'm just past \$400,000," he says. "I just don't think I had been wrong." Still, it's a pretty moment in television history, but don't expect Kraus to

Still a Fan

After the fonda has been slain and the "Jeopardy!" set moved to Carpenter's home, one might expect the game show host to be a little grumpy. "Well, I'm not the kind of a person who says 'I'm never going to do another show again,' " he says. "I'm still here."

Before the show's return, he performed what may be his last show appearance. The contestants partake in new, more expansive, and really a better chance to show off their wits. "If they have a few decent buzzes, they can do it," if they do, "it's like a coming-of-age show, when they're at the time of their peak," he says.

So should he be willing to make a comeback in any other game show? "None of the other ones really interest me," he says. "I



IF YOU LIKE "MILLIONAIRE" GIVE THESE GAMES A TRY

Jeopardy!

When game shows expected folks to avoid Whammies instead of knowing the distance from earth to the moon, *Jeopardy!* came along with a unique concept: The host would give the answer! The rest is game show history. *Jeopardy!* is in a class by itself, and its video game counterpart is an absolute blast. Extensive options allow you to specify everything from spelling strictness to the difficulty of computer opponents, and just about anything else you'd want. The categories can also be saved to a memory card to prevent repetition lunatic *Millionaire* 2nd Edition, which doesn't do this.

DPM's Rating ★★★★



Wheel of Fortune

Vanna White's not the only reason that families (particularly men) surrounded their televisions to watch this classic. The guessing game of proverbial knowledge began each time the wheel spun and Ms. White showed us her toothy grin. Every element of the TV show is faithfully reproduced in minute detail, from the clacking of said Wheel to never additions like the Jackpot Round and that \$10,000 half-space. There's one glaring omission: show host Pat Sajak. In his place is an annoyingly chatty Vanna White, who seems somewhat uncomfortable in her new speaking role as she leads the show.

DPM's Rating ★★★★



\$125,000 QUESTION

28



In what U.S. city can you find the Basketball Hall of Fame?

- A: Canton, Ohio
- B: Cooperstown, New York
- C: Springfield, Massachusetts
- D: Lawrence, Kansas

LIFELINES

\$250,000 QUESTION

25



What are the names of the two primary M&M's spokes-characters?

- A: Peanut and Plain
- B: Red and Yellow
- C: Mint and Marty
- D: They don't have names

LIFELINES

\$500,000 QUESTION

26



In the sci-fi movie "Fantastic Voyage," where do the voyagers travel?

- A: through outer space
- B: through a human body
- C: to the ocean floor
- D: to the center of the earth

LIFELINES

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Issue 18-S10 March 1999

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Silent Hill Strategy

Demo Disc includes:
playables: R4-Ridge Racer Type 4, WCW/NWo Thunder, Rollcage, Warzone 2100, Rugrats Search for Reptar



Issue 20-S10 May 1999

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Issue 21-S10 June 1999

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Gex 3: Deep Cover Gecko Strategy

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Issue 22-S10 July 1999

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Issue 23-S10 August 1999

Tarzan Lord of the Console
Ape Escape Strategy

Demo Disc includes:
playables: Final Fantasy VIII, 3-Xreme, Tiny Tank, Joe Cocoon, Macross VF-X 2, You Don't Know Jack, Conilpede, Ultimate 8-Ball



Issue 24-S10 September 1999

EA sports vs. 98 studios
Jade Cocoon Strategy

Demo Disc includes:
playables: Umjammer Lammy, Sled Storm, Chocobo Racing, Pong, Monaco Grand Prix Racing



Issue 25-S10 October 1999

Final Fantasy VII Strategy

Demo Disc includes:
playables: Metal Gear Solid: VR Missions, WipeOut 3, Omega Boost, NFL Xtreme 2, Jet Moto 3, Championship Motocross, Toy Story 2, Bugs Bunny, Pac-Man World



Issue 26-S10 November 1999

Tomb Raider 4
Crash Team Racing Strategy
Demo Disc includes:
playables: Grandia, Legacy of Kain: Soul Reaver, Killer Loop, 40 Winks, NFL Blitz, Crash Bandicoot: WARPED, Cool Boarders 3



Issue 27-S10 December 1999

PlayStation 2, Dino Crisis Strategy
Demo Disc includes:
playables: Gran Turismo 2, Thrasher: Skate and Destroy, Test Drive Off-Road 3, Madden NFL 2000, NFL GameDay 2000, NCAAs Game Breaker 2000, Cool Boarders 4, Demolition Racer



Issue 28-S10 January 2000

End of the World Buyers Guide
Resident Evil 3 Strategy
Demo Disc includes:
playables: Dino Crisis, NHL FaceOff 2000, NBA Basketball 2000, Tarzan, Army Men: Air Attack, WCW Mayhem



Issue 29-S10 February 2000

Wrestling Roundup
Medal of Honor Strategy

Demo Disc includes:
playables: WCW Nitro, Tomb Raider 2, The Evil Swine, Return, Tomb Raider: The Last Revelation, SuperCross Circuit, MTV Sports Snowboarding, Ballistic, International Track & Field 2000



Issue 30-S10 March 2000

Wrestling Roundup
Medal of Honor Strategy

Demo Disc includes:
playables: Syphon Filter 2, Crash Team Racing, NCAAs Final Four 2000, Spyro 2, Silent Bomber, Twisted Metal 4, MTV Music Generator, Ace Combat 3: Electrosphere



Issue 31-S10 April 2000

Star Trek Invasion
Saga Frontier 2 Strategy

Demo Disc includes:
playables: Colony Wars: Red Sun, Spider-Man, Eagle One, Harrier Attack, Hot Shots Golf 2, Rollo Cage Stage II, Gekido



Issue 32-S10 May 2000

PS2 Japanese Launch
Syphon Filter 2 Strategy

Demo Disc includes:
playables: MediEvil II, NCAA March Madness 2000, NASCAR Rumble, Speed Punks, Rugrats Studio Tour



Issue 33-S10 June 2000

X-Men
Fear Effect Strategy

Demo Disc includes:
playables: X-Men: Mutant Academy, Threads of Fate, WWF SmackDown!, Gauntlet Legends, Grand Prix Session, Deception III: Dark Delusion



Issue 34-S10 July 2000

Tony Hawk's Pro Skater

Demo Disc includes:
playables: Tony Hawk's Pro Skater 2, Legend of Dragoon, MLB 2001, Mr. Driller, Star Trek Invasion



Pinching Pennies

About 10 minutes ago I got up from the office with a haughty smile on.

GAMES REVIEWED

Armorines:
Project S.W.A.R.M.

Builder's Block

Iron Soldier 3

ISS Pro Evolution

Koudelka

Legend of Mana

NGEN Racing

Rayman 2

Rhapsody:
A Musical Adventure

RPG Maker

Surf Riders

Threads of Fate

**Who Wants To
Be a Millionaire**

1

1

1

102

103



A little more idiot math and I reckoned it cost the average consumer \$1 every time they slapped themselves onto the couch to go against Regis' laundry list of questions.

THE FINAL SCORE



We rate games on a five-point scale. So, .5 is terrible, 2.5 is average and 5 is superb. Get it?

Cost the average onto the couch to go against Regis' laundry list of questions. One dollar you would get commutes of long distance by dialing random

Todd Zuniga
Associate Editor

MEET THE CRITICS



JOHN DAVISON



JOE RYBICKI



GARY STEINMAN



CHRIS BAKER



TODD ZUNIGA



SAM KENNEDY

JOHN DAVISON

JOE RYBICKI

GARY STEINMAN

CHRIS BAKER

TODD ZUNIGA

SAM KENNEDY

FAVORITE GENRES: Rating

FAVORITE GENRES: Rating

FAVORITE GENRES: RPG

FAVORITE GENRES: RPG

FAVORITE GENRES: Sports

FAVORITE GENRES: .

CURRENT FAVORITES: Incredible

CURRENT FAVORITES: Incredibl

CURRENT FAVORITES: Incredibl

CURRENT FAVORITES: Thread

CURRENT FAVORITES: Driv

CURRENT FAVORITES: PS

CAN'T WAIT FOR: Metal Gear

CAN'T WAIT FOR: Dark Crus

CAN'T WAIT FOR: Dark Crus

CAN'T WAIT FOR: .

CAN'T WAIT FOR: Peter Man

CAN'T WAIT FOR: .



REVIEWS



Armories: Project S.W.A.R.M.

• **Armories:**
Project S.W.A.R.M.

Publisher /
Developer: Art Interactive
Web Site

This game is stupid

• **Builder's Block**

Publisher
Developer
Web Site

This game calls for a good deal more strategy and visualization skills

Final Score 4
By Todd Zuniga

Players: 1-2
Memory Card: 1 block



play Builder's Block long enough and you'll end up seeing the colored blocks everywhere



Final Score 4
Joe Rybicki

Players: 1-2
Memory Card: 1 block



Legend of Mana

With no plot to hold it together, Mana misses the mark

Publisher: Square EA
Developer: Squaresoft
Web Site

quests that keep a diary of your adventures, a minstrel who tells

world, you create your own

artifacts that keep a diary of your

adventures, a minstrel who tells

Squaresoft's latest attempt at a nonlinear RPG

They've scrapped a plot line altogether.

DOUBLY DISAPPOINTING

The overall feeling is that of a scavenger hunt with limited clues and no prize at the end. More over, the nonlinearity of the



With plenty of missions to choose from, after about 20 hours I basically ran into a wall—and I was only about halfway through the scenarios. At that point I had to engage in a tedious process of wandering through the same areas over and over again until I got lucky.

Guestly Yech

Another sore point is the bland

battle system. While it's not bad, it's not great either. It's slow movement, for some odd reason (bad programming?) characters can only attack toward other side. Even worse, the battles are just too easy. I never came close to dying, and often was able to get through even the toughest boss battles by just using the auto-battle feature.

That's not to say there aren't some good parts. Mana has a variety of movement, for some odd reason (bad programming?) characters can only attack toward other side. Even worse, the battles are just too easy. I never came close to dying, and often was able to get through even the toughest boss battles by just using the auto-battle feature.

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Final Score: 1-2
Gary Steinman

E Players: 1-2
Memory Card: 2 blocks



• Iron Soldier 3

Publisher: Vatical
Developer: TeleGames
Web Site: www.vatical.com

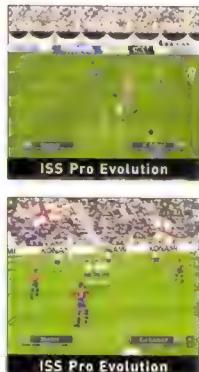
Iron Soldier 3 is the third entry in the Iron Soldier series. While it's not quite as polished as its predecessor, it's still a solid game. The graphics are decent, the controls are responsive, and the game offers a variety of missions and enemies to keep you entertained.

The game features a two-player co-op mode that's pretty absorbing too, as well as some good single-player missions. The levels, while not particularly challenging, are fun to play through.

Iron Soldier 3 is a solid game, though it's not without its flaws. The controls can be a bit sluggish at times, and the game can feel a bit repetitive. However, the game's strengths—its solid controls, interesting missions, and two-player co-op mode—make it a great choice for anyone looking for a fun, action-packed game.

Final Score: 1-2
John Davison

E Players: 1-2
Memory Card: 1 block



• ISS Pro Evolution

Publisher: Konami
Developer: Konami
Web Site: www.konami.com

Sure, it really is a beautiful game, but that's not to say that there aren't some niggling problems.

Occasionally unruly control prob-

lems.

More control of everything, ISS has gone the other way. For some reason

the game has become more

and you end up getting more frustrated than you really ought to

Final Score: 1-2
John Davison

E Players: 1-2
Memory Card: 1 block



I Players: 1-2
Memory Card: 1 block

Iron Soldier 3

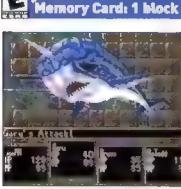


the tools provided in this impressive package are deep enough to allow you to create any kind of RPG you wish.

This is a great package for anyone who wants to make their own RPGs. It's easy to learn and provides a lot of flexibility. The tools are well-made and the documentation is clear. I highly recommend it for anyone interested in creating their own RPGs.

Final Score **●●●●**

Joe Rybicki



PCG A42		Memory Card: 1 block
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• The OPM Adventure

Publisher RPG Maker

Developer Joe Rybicki

Web Site www.rpgmaker.com

U.S. developer

Price \$19.95

Rating E

Platform PC

CD-ROM

Reviewed by Gary Steinman

After a long time away from the RPG scene, I'm happy to see that the tools provided in this impressive package are deep enough to allow you to create any kind of RPG you wish.

This is a great package for anyone who wants to make their own RPGs. It's easy to learn and provides a lot of flexibility. The tools are well-made and the documentation is clear. I highly recommend it for anyone interested in creating their own RPGs.

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Memory Card: 1 block

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97. Memory Attack

98. Memory Attack

99. Memory Attack

100. Memory Attack

Final Score **●●●●**

Gary Steinman



• N.GEN Racing

Publisher Infogram

Developer Carly Monsters Ltd.

Web Site www.us.infogram.com

Reviewed by Todd Zuniga

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Final Score **●●●●**

Todd Zuniga



Players: 1-2

Memory Card: 1 block



• Rayman 2: The Great Escape

Publisher Ubi Soft

Developer Ubi Soft

Web Site www.ubisoft.com

Reviewed by Todd Zuniga

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Final Score **●●●●**

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Todd Zuniga



Players: 1 player

Memory Card: 1 block



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Final Score **●●●●**

Todd Zuniga



READER REVIEWS

Vigilant Software is still playing games to the tune. It's more survival horror than anything else who wins another Parasite Eve?

EA is doing the realism of the series with Triple Play 2001. Superb looking baseball is all about stats and realism and the other TP games were much more real. erica@eww.dnetelnetbox.com

Speed Punk is still just as good as Crash Team Racing. It's better, more challenging, and the weapons are better! <http://www.punk.com>



But enough about us...

What do you think?



• Rhapsody: A Musical Adventure

Publisher Altus

Developer Nippon-Ichi

Web Site www.altus.com

For those who have been following my reviews, you may have noticed that I am not a fan of the "surfer" genre. I have found that most of the games in this category tend to be very repetitive and lack originality. However, I must say that Rhapsody: A Musical Adventure is a welcome exception. The game is set in a fantastical world where music is the currency of the realm. The player takes on the role of a young girl named Rhapsody, who is on a quest to find her missing mother. Along the way, she must solve puzzles, defeat enemies, and play musical instruments to progress through the levels.

What really makes Rhapsody stand out is the inspired writing, the



Threads of Fate



Threads of Fate



Threads of Fate

• Surf Riders

Publisher Ubi Soft

Developer ACOT

Web Site www.ubisoft.com

Well, it's not exactly a new genre,

but it's still a fun one to play.

The story is simple: You're

a surfer trying to catch waves.

It's a bit like a game like

Surf's Up, but with more

challenging levels and

more variety in the waves.

The graphics are decent,

and the music is pretty

catchy. Overall, it's a

solid entry in the genre.

• Threads of Fate

Publisher Interplay EA

Developer Squaresoft

Web Site www.interplay.com

Well, it's not exactly a new genre, but it's still a fun one to play. The story is simple: You're a character on a wave...and that's it. That's right, there's no plot or anything else. The game is all about catching waves and playing music. It's a bit like a game like Surf's Up, but with more challenging levels and more variety in the waves. The graphics are decent, and the music is pretty catchy. Overall, it's a solid entry in the genre.

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more variety in the waves.

The graphics are decent,

and the music is pretty

catchy. Overall, it's a

solid entry in the genre.

Final Score **●●●**

Gary Steinman

E Players: 1
Memory Card: 1 block

Final Score **●●●**

Joe Rybicki

E Players: 1
Memory Card: 1 block



Rhapsody



Rhapsody



Rhapsody

CHIPS

60/60

Which of these words is a synonym for "perambulate"? **A: kiss** **B: shout** **C: kiss** **D: heal**

FINAL ANSWER? **YES** **NO**

Who Wants to Be a Millionaire

the questions—even the first five—are generally harder

Final Score ● ● ●

Chris Baker

E Players: 1
Memory Card: 1 block

• Who Wants to Be a Millionaire 2nd Edition

Publisher: Sony CEA

Developer:

Web Site: [www.who-wants-to-be-a-millionaire.com](#)

• The game moves very slowly as you have no choice but

to memorize that the most fun way to play Millionaire is with a crowd of people, totally breaking the rules of the show

Final Score ● ● ●
Chris Baker

E Players: 1
Memory Card: N/A

Review Archive

Game	Publisher	Score	Issue	Game	Publisher	Score	Issue
Extreme 40 Wires	G1 Interac	●	1	Extreme Sports: Red Alert	Verge	● ● ●	4
Ace Combat 2	Namco	● ● ●	28	Extreme Sports: Red Alert	Verge	● ● ●	4
Ace Combat 3: Electrosphere	Namco	● ● ●	35	Extreme Sports: Red Alert	Verge	● ● ●	3
Alay the Fearless	Crystal Dynamics	● ● ●	31	Extreme Sports: Red Alert	Verge	● ● ●	4
Alex Talias International Soccer	Rodstar	●	23	Extreme Sports: Red Alert	Verge	● ● ●	4
Alundra	Worms Design	● ● ●	4	Extreme Sports: Red Alert	Verge	● ● ●	4
Alundra 2	Activision	● ● ●	32	Extreme Sports: Red Alert	Verge	● ● ●	4
Anamorphic Tee Pin Alley	ASC	● ● ●	18	Extreme Sports: Red Alert	Verge	● ● ●	4
Age Escapade	Sony CEA	● ● ●	22	Extreme Sports: Red Alert	Verge	● ● ●	4
Age of Empires	Activision	● ● ●	16	Extreme Sports: Red Alert	Verge	● ● ●	4
Ageless Fang Par	Midway	● ● ●	28	Extreme Sports: Red Alert	Verge	● ● ●	4
Angels' Greatest Hits	Midway	● ● ●	7	Extreme Sports: Red Alert	Verge	● ● ●	4
Arcade's Greatest Hits	Midway	● ● ●	4	CCR: Crash Team Racing	GT Interactive	● ● ●	5
Midway Collection 2	Midway	● ● ●	10	CCR: Crash Team Racing	GT Interactive	● ● ●	5
Armed Core	Sony CEA	● ● ●	31	CCR: Crash Team Racing	GT Interactive	● ● ●	5
Armed Core: Master of Area	Arcade	● ● ●	27	CCR: Crash Team Racing	GT Interactive	● ● ●	5
Army Men 3D	3DO	● ● ●	20	Dead or Alive	Tecmo	● ● ●	4
Army Men: Sarge's Heroes	3DO	● ● ●	32	Dead or Alive	Tecmo	● ● ●	4
Army Men: World War	3DO	● ● ●	34	Deathtrap Dungeon	Edic	● ● ●	4
Assault!	Midway	● ● ●	15	Deathtrap Dungeon	Edic	● ● ●	4
Attack!	Activision	● ● ●	16	Demolition Derby	GT Interactive	● ● ●	5
Attack! Defense!	Electronic Arts	● ● ●	6	Demolition Derby	GT Interactive	● ● ●	5
Azure Dreams	Konami	● ● ●	10	Demolition Derby	GT Interactive	● ● ●	5
Bacchus! Biharo	Asiac	● ● ●	15	Demolition Derby	GT Interactive	● ● ●	5
Bal-Virr	nigames	● ● ●	27	Desert of the Water	Tecmo	● ● ●	4
Battlefield 2000	Interplay	● ● ●	21	Desert of the Water	Tecmo	● ● ●	4
Bass Loading	Activision	● ● ●	28	Desertrap Dungeon	Edic	● ● ●	4
Bass Rose	Bandai	● ● ●	28	Desertrap Dungeon	Edic	● ● ●	4
Barnard & Robin	Kidman	● ●	13	Descent	Activision	● ● ●	4
Banbury: Global Assault	3DO	● ● ●	31	Descent	Activision	● ● ●	4
Bassos Wars	Hazbin Interactive	● ●	5	Descent	Activision	● ● ●	4
Big Air	Accolade	● ● ●	20	Descent	Activision	● ● ●	4
Bo FRIK A S	Midway	● ●	10	Descent	Activision	● ● ●	4
Black Bass with Blue Marlin	Hot B	● ●	29	Desertrap Dungeon	Edic	● ● ●	4
Bio+ Faethos	Pugnacious	● ● ●	19	Desertrap Dungeon	Edic	● ● ●	4
Bixy	Sony CEA	● ● ●	8	Desertrap Dungeon	Edic	● ● ●	4
Bloody Roar	Sony CEA	● ● ●	21	Desertrap Dungeon	Edic	● ● ●	4
Bloody Roar 2	Sony CEA	● ● ●	21	Descent	Activision	● ● ●	4
Bomberman Fantasy Race	Allis	● ● ●	19	Descent	Activision	● ● ●	4
Bomberman World	Allis	● ● ●	13	Desertrap Dungeon	Edic	● ● ●	4
Boombots	Southpeak	● ● ●	27	Descent	Activision	● ● ●	4
Bottom of the 9th: 97	Konami	● ● ●	1	Desperate	Edic	● ● ●	4
Brafe Fencer: Murasaka	Square EA	● ● ●	15	Desperate	Edic	● ● ●	4
Brafe Air Race	THQ	● ● ●	1	Desperate	Edic	● ● ●	4
Breath of Fire II	Capcom	● ● ●	9	Desertrap Dungeon	Edic	● ● ●	4
Briegend'na	Allis	● ● ●	15	Desertrap Dungeon	Edic	● ● ●	4
Broken Sword	THQ	● ● ●	5	Desertrap Dungeon	Edic	● ● ●	4
Broken Sword II	THQ	● ● ●	27	Desperate	Edic	● ● ●	4
Bronx Circuit Pro Bowling	THQ	● ● ●	13	Desperate	Edic	● ● ●	4
Bronx Circuit Pro Bowling 2	THQ	● ● ●	21	Desperate	Edic	● ● ●	4
Bug! Kicks	GT Interactive	● ● ●	3	Desperate	Edic	● ● ●	4
Bugs! Bug! Lost in Time	Entropic	● ● ●	23	Desperate	Edic	● ● ●	4
Bug! Dog! Bork! Dog!	Square EA	● ● ●	14	Desperate	Edic	● ● ●	4
Bust! A Groove	989 Studios	● ● ●	16	Desperate	Edic	● ● ●	4
Bust! A More! 99	Accursoft	● ● ●	19	Desperate	Edic	● ● ●	4
Bust! A More! 99	Karsuse	● ● ●	17	Desperate	Edic	● ● ●	4
Bust! A More! 99	Karsuse	● ● ●	12	Desperate	Edic	● ● ●	4
The Cozies Adventure	Interplay	● ● ●	15	Desperate	Edic	● ● ●	4
Caesar's Palace 3	Sony CEA	● ● ●	9	Desperate	Edic	● ● ●	4
Carona: SVN	Sony CEA	● ● ●	3	Desperate	Edic	● ● ●	4
CART World Series	Konami	● ● ●	2	Desperate	Edic	● ● ●	4
Castrol Honda Superbike	Electronic Arts	● ●	21	Desperate	Edic	● ● ●	4
Ceni peda	Hudson Interactive	● ●	32	Desperate	Edic	● ● ●	4
Championship Bass	EA Sports	● ● ●	33	Desperate	Edic	● ● ●	4
Championship Motocross	THQ	● ● ●	25	Desperate	Edic	● ● ●	4
Feeding Ricky Carmichael	THQ	● ● ●	23	Desperate	Edic	● ● ●	4
Chessmaster II	Mindscape	● ● ●	21	Desperate	Edic	● ● ●	4
Chocobo Racing	Square EA	● ● ●	29	Desperate	Edic	● ● ●	4
Chocobo's Dungeon 2	Square EA	● ● ●	29	Desperate	Edic	● ● ●	4
Circuit Breakers	Mindscape	● ● ●	12	Desperate	Edic	● ● ●	4
Collision II	Activision	● ● ●	18	Desperate	Edic	● ● ●	4
Clouds II	Activision	● ●	2	Desperate	Edic	● ● ●	4
Clock Tower I	Activision	● ●	28	Desperate	Edic	● ● ●	4
The Strangler Within	Activision	● ●	30	Desperate	Edic	● ● ●	4
Combat McPhee Party	Sony CEA	● ● ●	4	Desperate	Edic	● ● ●	4
Conquer Wars	Pugnacious	● ● ●	31	Desperate	Edic	● ● ●	4
Conquer Wars: Red Sun	Pugnacious	● ● ●	16	Desperate	Edic	● ● ●	4
Conquer Wars: Vengeance	Pugnacious	● ● ●	14	Desperate	Edic	● ● ●	4



REVIEWS

Review Archive (cont.)

Game names in **bold** indicate a Greatest Hits title. Ranges in + - indicate a free-disc range.

Game	Publisher	Score	Issue	Game	Publisher	Score	Issue	Game	Publisher	Score	Issue	Game	Publisher	Score	Issue
Get Enter the Gecko	Midway	●●●●	7	Monster Rancher 2	Tecmo	●●●●	26	Punny Slunk	Jaleco	●●●●	6	SuperCross 2000	EA Sports	●●●	29
Ghost in the Shell	THQ	●●●●	8	Monster Seal	Sunsoft	●●●●	20	O'Bert	Hudson Interactive	●●●●	26	SuperCross 2001	EA Sports	●●●●	28
Gover	Hasbro Interactive	●●●●	28	Moto Racer	Midway	●●●●	20	Quake II	AceWorld	●●●●	27	Segway Fitter	999 Studios	●●●●	18
Grand Turismo 2	Sony CEA	●●●●	9	Moto Racer 2	Electronic Arts	●●●●	3	R-Type Delta	Atetec	●●●●	11	Segway Fitter 2	999 Studios	●●●●	21
Grand Theft Auto	Tekle	●●●●	10	Motorhead	Fox Interactive	●●●●	14	R-Type	Asahi	●●●●	11	Tai Fu	Adhesive	●●●●	19
Grand Theft Auto 2	Rockstar	●●●●	27	Mr. Dominio	Accadam	●●●●	15	Railroad Tycoon II	Namco	●●●●	27	T.R.A.G.	Sanso	●●●●	19
Grand Theft Auto	London 1969	●●●●	22	Mr. Driver	Namco	●●●●	33	Take 2	Midway	●●●●	30	Tactics Ogre	Atles	●●●●	12
Grand Touring '98	Arcension	●●●●	1	MTV Music Generator	Codemasters	●●●●	28	Rainbow Six	Red Storm	●●●●	27	Tales of Destiny	Atles	●●●●	26
Gran Turismo	Sony CEA	●●●●	29	Mt. Driver	Fox Interactive	●●●●	11	Rally Cross 2	999 Studios	●●●●	15	Tarzan	Namco	●●●●	13
Grand Theft Auto	Tekle	●●●●	10	Moto Racer	Electronic Arts	●●●●	3	Rampage	Midway	●●●●	4	Team LOSI RC Racing	Sony CEA	●●●●	24
Grand Theft Auto	Rockstar	●●●●	27	Mr. Driver	Accadam	●●●●	14	Rampage 2: Universal Tour	THQ	●●●●	11	Tekken 1	Adhesive	●●●●	13
Grand Theft Auto	London 1969	●●●●	22	Mt. Driver	Namco	●●●●	6	Rampage 2: Universal Tour	THQ	●●●●	5	Tekken 2	Namco	●●●●	9
Grand Touring '98	Arcension	●●●●	1	Mt. Driver	Electronic Arts	●●●●	3	Rampage 2: Universal Tour	THQ	●●●●	5	Tekken 3	Adhesive	●●●●	18
Gran Turismo	Sony CEA	●●●●	29	Mt. Driver	EA Sports	●●●●	3	Rampage 2: Universal Tour	THQ	●●●●	5	Tekken 4	Ubi Soft	●●●●	4
Gran Turismo	Tekle	●●●●	2	Mt. Driver	Electronic Arts	●●●●	14	Rampage 2: Universal Tour	THQ	●●●●	5	Tekken 5	Accadade	●●●●	3
Guardian's Cradle	Atsys	●●●●	19	Mt. Driver	EA Sports	●●●●	14	Rampage 2: Universal Tour	THQ	●●●●	5	Tekken 6	Accadade	●●●●	15
Hardball '99	Accadade	●●●●	15	Mt. Driver	Electronic Arts	●●●●	14	Rampage 2: Universal Tour	THQ	●●●●	5	Tekken 7	Intergames	●●●●	27
Heart of Darkness	Intruder	●●●●	13	Mt. Driver	EA Sports	●●●●	14	Rampage 2: Universal Tour	THQ	●●●●	5	Tekken 8	Intergames	●●●●	34
Hevi-Helmet Cyber Frenzy	NewCo	●●●●	20	Mt. Driver	Electronic Arts	●●●●	14	Rampage 2: Universal Tour	THQ	●●●●	5	Tekken 9	Intergames	●●●●	26
Herc's Adventures	LucasArts	●●●●	2	Mt. Driver	Electronic Arts	●●●●	14	Rampage 2: Universal Tour	THQ	●●●●	5	Tekken 10	Intergames	●●●●	15
High Gear: Bassline 2000	Ideo	●●●●	22	Mt. Driver	Electronic Arts	●●●●	14	Rampage 2: Universal Tour	THQ	●●●●	5	Tekken 11	Intergames	●●●●	15
Hi-Fi Sheets GOLF	Sony CEA	●●●●	7	Mt. Driver	Electronic Arts	●●●●	14	Rampage 2: Universal Tour	THQ	●●●●	5	Tekken 12	Intergames	●●●●	15
Hi-Fi Sheets GOLF	Sony CEA	●●●●	10	Mt. Driver	Electronic Arts	●●●●	14	Rampage 2: Universal Tour	THQ	●●●●	5	Tekken 13	Intergames	●●●●	15
Hi-Wheels Turbo Twister	Electronic Arts	●●●●	25	Mt. Driver	Electronic Arts	●●●●	14	Rampage 2: Universal Tour	THQ	●●●●	5	Tekken 14	Intergames	●●●●	15
Hydro Thunder	Midway	●●●●	31	Mt. Driver	Electronic Arts	●●●●	14	Rampage 2: Universal Tour	THQ	●●●●	5	Tekken 15	Intergames	●●●●	15
Intel glint Cycle	Sony CEA	●●●●	2	Mt. Driver	Electronic Arts	●●●●	14	Rampage 2: Universal Tour	THQ	●●●●	5	Tekken 16	Intergames	●●●●	15
Intrusion Classic Games	Arcension	●●●●	11	Mt. Driver	Electronic Arts	●●●●	14	Rampage 2: Universal Tour	THQ	●●●●	5	Tekken 17	Intergames	●●●●	15
Intermission Classic Games	Arcension	●●●●	11	Mt. Driver	Electronic Arts	●●●●	14	Rampage 2: Universal Tour	THQ	●●●●	5	Tekken 18	Intergames	●●●●	15
Inter Super Soccer '98	Konami	●●●●	27	Mt. Driver	Electronic Arts	●●●●	14	Rampage 2: Universal Tour	THQ	●●●●	5	Tekken 19	Intergames	●●●●	15
International Track & Field 2000	Konami	●●●●	19	Mt. Driver	Electronic Arts	●●●●	14	Rampage 2: Universal Tour	THQ	●●●●	5	Tekken 20	Intergames	●●●●	15
Invasion From Hell	GT Interactive	●●●●	19	Mt. Driver	Electronic Arts	●●●●	14	Rampage 2: Universal Tour	THQ	●●●●	5	Tekken 21	Intergames	●●●●	15
Intruding Stick	Ideco	●●●●	18	Mt. Driver	Electronic Arts	●●●●	14	Rampage 2: Universal Tour	THQ	●●●●	5	Tekken 22	Intergames	●●●●	15
Jackie Chan Stuntmaster	Midway	●●●●	10	Mt. Driver	Electronic Arts	●●●●	14	Rampage 2: Universal Tour	THQ	●●●●	5	Tekken 23	Intergames	●●●●	15
Jester Cocoon	Craze	●●●●	23	Mt. Driver	Electronic Arts	●●●●	14	Rampage 2: Universal Tour	THQ	●●●●	5	Tekken 24	Intergames	●●●●	15
Jungle Drift	Hasbro Interactive	●●●●	17	Mt. Driver	Electronic Arts	●●●●	14	Rampage 2: Universal Tour	THQ	●●●●	5	Tekken 25	Intergames	●●●●	15
Jursey Devil	Sony CEA	●●●●	10	Mt. Driver	Electronic Arts	●●●●	14	Rampage 2: Universal Tour	THQ	●●●●	5	Tekken 26	Intergames	●●●●	15
Just Moto	Sony CEA	●●●●	3	Mt. Driver	Electronic Arts	●●●●	14	Rampage 2: Universal Tour	THQ	●●●●	5	Tekken 27	Intergames	●●●●	15
Jimmy Johnson VR Football	PlayStation	●●●●	21	Mt. Driver	Electronic Arts	●●●●	14	Rampage 2: Universal Tour	THQ	●●●●	5	Tekken 28	Intergames	●●●●	15
Just Shoot 'Em Adventure	Capcom	●●●●	31	Mt. Driver	Electronic Arts	●●●●	14	Rampage 2: Universal Tour	THQ	●●●●	5	Tekken 29	Intergames	●●●●	15
Juggernaut	Jaceo	●●●●	26	Mt. Driver	Electronic Arts	●●●●	14	Rampage 2: Universal Tour	THQ	●●●●	5	Tekken 30	Intergames	●●●●	15
K-1 Grand Prix	Ideco	●●●●	28	Mt. Driver	Electronic Arts	●●●●	14	Rampage 2: Universal Tour	THQ	●●●●	5	Tekken 31	Intergames	●●●●	15
K-1 Revenge	Jaceo	●●●●	18	Mt. Driver	Electronic Arts	●●●●	14	Rampage 2: Universal Tour	THQ	●●●●	5	Tekken 32	Intergames	●●●●	15
Kagiro: Deception II	Iteco	●●●●	14	Mt. Driver	Electronic Arts	●●●●	14	Rampage 2: Universal Tour	THQ	●●●●	5	Tekken 33	Intergames	●●●●	15
Kara	Atis	●●●●	12	Mt. Driver	Electronic Arts	●●●●	14	Rampage 2: Universal Tour	THQ	●●●●	5	Tekken 34	Intergames	●●●●	15
Kensei Sacred Fist	Konami	●●●●	17	Mt. Driver	Electronic Arts	●●●●	14	Rampage 2: Universal Tour	THQ	●●●●	5	Tekken 35	Intergames	●●●●	15
Killer Loop	Craze	●●●●	27	Mt. Driver	Electronic Arts	●●●●	14	Rampage 2: Universal Tour	THQ	●●●●	5	Tekken 36	Intergames	●●●●	15
Klonoa	Namco	●●●●	6	Mt. Driver	Electronic Arts	●●●●	14	Rampage 2: Universal Tour	THQ	●●●●	5	Tekken 37	Intergames	●●●●	15
Knuckle Kings	EA Sports	●●●●	16	Mt. Driver	Electronic Arts	●●●●	14	Rampage 2: Universal Tour	THQ	●●●●	5	Tekken 38	Intergames	●●●●	15
Knuckle Kings 2000	EA Sports	●●●●	27	Mt. Driver	Electronic Arts	●●●●	14	Rampage 2: Universal Tour	THQ	●●●●	5	Tekken 39	Intergames	●●●●	15
Konami Arcade Classics	Konami	●●●●	23	Mt. Driver	Electronic Arts	●●●●	14	Rampage 2: Universal Tour	THQ	●●●●	5	Tekken 40	Intergames	●●●●	15
Kurt Warner's Reaver	Midway	●●●●	34	Mt. Driver	Electronic Arts	●●●●	14	Rampage 2: Universal Tour	THQ	●●●●	5	Tekken 41	Intergames	●●●●	15
The Legend of Dragon	Sony CEA	●●●●	34	Mt. Driver	Electronic Arts	●●●●	14	Rampage 2: Universal Tour	THQ	●●●●	5	Tekken 42	Intergames	●●●●	15
Legend of Legoria	Sony CEA	●●●●	19	Mt. Driver	Electronic Arts	●●●●	14	Rampage 2: Universal Tour	THQ	●●●●	5	Tekken 43	Intergames	●●●●	15
Lose Ralher	PlayStation	●●●●	4	Mt. Driver	Electronic Arts	●●●●	14	Rampage 2: Universal Tour	THQ	●●●●	5	Tekken 44	Intergames	●●●●	15
Lunar Silver Star Story Complete	Wingzard	●●●●	22	Mt. Driver	Electronic Arts	●●●●	14	Rampage 2: Universal Tour	THQ	●●●●	5	Tekken 45	Intergames	●●●●	15
Lucent War	EA Sports	●●●●	22	Mt. Driver	Electronic Arts	●●●●	14	Rampage 2: Universal Tour	THQ	●●●●	5	Tekken 46	Intergames	●●●●	15
Madden NFL 99	EA Sports	●●●●	22	Mt. Driver	Electronic Arts	●●●●	14	Rampage 2: Universal Tour	THQ	●●●●	5	Tekken 47	Intergames	●●●●	15
Madden NFL 2000	EA Sports	●●●●	23	Mt. Driver	Electronic Arts	●●●●	14	Rampage 2: Universal Tour	THQ	●●●●	5	Tekken 48	Intergames	●●●●	15
Marvel vs. Street Fighter	Capcom	●●●●	25	Mt. Driver	Electronic Arts	●●●●	14	Rampage 2: Universal Tour	THQ	●●●●	5	Tekken 49	Intergames	●●●●	15
Marvel Super Heroes	Capcom	●●●●	28	Mt. Driver	Electronic Arts	●●●●	14	Rampage 2: Universal Tour	THQ	●●●●	5	Tekken 50	Intergames	●●●●	15
Marvel vs. Capcom EX	Capcom	●●●●	30	Mt. Driver	Electronic Arts	●●●●	14	Rampage 2: Universal Tour	THQ	●●●●	5	Tekken 51	Intergames	●●●●	15
Mass Destruction	ASC	●●●●	3	Mt. Driver	Electronic Arts	●●●●	14	Rampage 2: Universal Tour	THQ	●●●●	5	Tekken 52	Intergames	●●●●	15
Maximum Force	Midway	●●●●	2	Mt. Driver	Electronic Arts	●●●●	14	Rampage 2: Universal Tour	THQ	●●●●	5	Tekken 53	Intergames	●●●●	15
MDK	Playmax	●●●●	3	Mt. Driver	Electronic Arts	●●●●	14	Rampage 2: Universal Tour	THQ	●●●●	5	Tekken 54	Intergames	●●●●	15
Metal Gear Solid VR Missions	Konami	●●●●	25	Mt. Driver	Electronic Arts	●●●●	14	Rampage 2: Universal Tour	THQ	●●●●	5	Tekken 55	Intergames	●●●●	15
Metro: Last Light	Electronic Arts	●●●●	27	Mt. Driver	Electronic Arts	●●●●	14	Rampage 2: Universal Tour	THQ	●●●●	5	Tekken 56	Intergames	●●●●	15
Medieval II	Sony CEA	●●●●	14	Mt. Driver	Electronic Arts	●●●●	14	Rampage 2: Universal Tour	THQ	●●●●	5	Tekken 57	Intergames	●●●●	15
Menagerie	Capcom	●●●●	12	Mt. Driver	Electronic Arts	●●●●	14	Rampage 2: Universal Tour	THQ	●●●●	5	Tekken 58	Intergames	●●●●	15
Mega Man X4	Capcom	●●●●	4	Mt. Driver	Electronic Arts	●●●●	14	Rampage 2: Universal Tour	THQ	●●●●	5	Tekken 59	Intergames	●●●●	15
Mega Gear Solid VR Missions	Konami	●●●●	18	Mt. Driver	Electronic Arts	●●●●	14	Rampage 2: Universal Tour	THQ	●●●●	5	Tekken 60	Intergames	●●●●	15
Micro Machines	Midway	●●●●	5	Mt. Driver	Electronic Arts	●●●●	14	Rampage 2: Universal Tour	THQ	●●●●	5	Tekken 61	Intergames	●●●●	15
Micro Manics	Codemasters	●●●●	32	Mt. Driver	Electronic Arts	●●●●	14	Rampage 2: Universal Tour	THQ	●●●●	5	Tekken 62	Intergames	●●●●	15
Mission Impossible	Intruder	●●●●	28	Mt. Driver	Electronic Arts	●●●●	14	Rampage 2: Universal Tour	THQ	●●●●	5	Tekken 63	Intergames	●●●●	15
Mis-Ess Command	Hasbro Interactive	●●●●	28	Mt. Driver	Electronic Arts	●●●●	14	Rampage 2: Universal Tour	THQ	●●●●	5	Tekken 64	Intergames	●●●●	15
Mis-Ess	PlayStation	●●●●	3	Mt. Driver	Electronic Arts	●●●●	14	Rampage 2: Universal Tour	THQ	●●●●	5	Tekken 65	Intergames	●●●●	15
Mis-Ess 99	Sony CEA	●●●●	21	Mt. Driver	Electronic Arts	●●●●	14	Rampage 2: Universal Tour	THQ	●●●●	5	Tekken 66	Intergames	●●●●	15
Mis-Ess 99	Sony CEA	●●●●	23	Mt. Driver	Electronic Arts	●●●●	14	Rampage 2: Universal Tour	THQ	●●●●	5	Tekken 67	Intergames	●●●●	15
Mis-Ess 2000	998 Studios	●●●●	21	Mt. Driver	Electronic Arts	●●●●	14	Rampage 2: Universal Tour	THQ	●●●●	5	Tekken 68	Intergames	●●●●	15
Mis-Ess 2001	998 Studios	●●●●	23	Mt. Driver	Electronic Arts	●●●●	14	Rampage 2: Universal Tour	THQ	●●●●	5	Tekken 69	Intergames	●●●●	15
Mis-Ess Rally Championship	Electronic Arts	●●●●	32	Mt. Driver	Electronic Arts	●●●●	14	Rampage 2: Universal Tour	THQ	●●●●	5	Tekken 70	Intergames	●●●●	15
Monaco Grand Prix	Ubisoft	●●●●	21	Mt. Driver	Electronic Arts	●●●●	14	Rampage 2: Universal Tour	THQ	●●●●	5	Tekken 71	Intergames	●●●●	15
Monkey Hero	Sunsoft	●●●●	18	Mt. Driver	Electronic Arts	●●●●	14	Rampage 2: Universal Tour	THQ	●●●●	5	Tekken 72	Intergames	●●●●	15
Monkey Magic	Sunsoft	●●●●	29	Mt. Driver	Electronic Arts	●●●●	14	Rampage 2: Universal Tour	THQ	●●●●	5	Tekken 73	Intergames	●●●●	15
Myst	Sunsoft	●●●●	5	Mt. Driver	Electronic Arts	●●●●	14	Rampage 2: Universal Tour	THQ	●●●●	5	Tekken 74	Intergames	●●●●	15
Naruto Shippuden: Time of	PlayStation	●●●●	5	Mt. Driver	Electronic Arts	●●●●	14	Rampage 2: Universal Tour	THQ	●●●●	5	Tekken 75	Intergames	●●●●	15
Naruto Shippuden: Time of	PlayStation	●●●●	1	Mt. Driver	Electronic Arts	●●●●	14	Rampage 2: Universal Tour	THQ	●●●●	5	Tekken 76	Intergames	●●●●	15
Naruto Shippuden: Time of	PlayStation	●●●●	1	Mt. Driver	Electronic Arts	●●●●	14	Rampage 2: Universal Tour	THQ	●●●●	5	Tekken 77	Intergames	●●●●	15
Naruto Shippuden: Time of	PlayStation	●●●●	1	Mt. Driver	Electronic Arts	●●●●	14	Rampage 2: Universal Tour	THQ	●●●					

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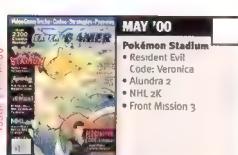
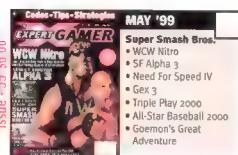
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JEDI POWER BATTLES

Play as Captain Panaka

First, beat the game on Jedi mode with Plo Koon.

Play as Darth Maul

Play as Darth Maul in the first level.

Maul's picture

Play as Queen Amidala

The process is identical to the previous section.

Just make sure you select the "Amidala" character instead of the "Obi-Wan" character.

Highly recommend playing as Obi-Wan, but DO NOT SELECT HIM!

After defeating the Empire, you will be given the option to play as Qui-Gon Jinn.

Qui-Gon Jinn is the best character to play as because he has the best attack.

Point Trick

Play as Qui-Gon Jinn and defeat the Empire.

After defeating the Empire, you will be given the option to play as Qui-Gon Jinn.

Qui-Gon Jinn is the best character to play as because he has the best attack.



Army Men 3D

Make Sarge Invincible

All Weapons: R1 L1

Bass Landing

R1 L1

Like conditions for

Lake Pressure: F Season: S

Weather Yesterday: Weather Today:

Wind Direction: N Wind Speed: 0

Water Temp: 70 Water Quality: Clea

Start Time: 6:00 - 8:00 or 15:30 - 17:30

Time Elapsed: 0:00:00

Best Lures: C, E, F, G, H, I, J, K, L, M, N, O, P, Q, R, S, T, U, V, W, X, Y, Z

Hint: If you want to catch Bass, go to the lake.

Don't forget to bring a net.

Bust-A-Move 4

For more tips, see page 107.

VAGRANT STORY



WINE CELLAR

Minotaur

The Minotaur isn't very tough. Just target its legs to end the fight quickly.

Defeating the Minotaur will give Ashley his first Battle Ability. It's best to choose a Chain Ability and practice on the dummy in the "Blackmarket of Wines."

Durahan

Concentrate on Durahan's abdomen. Using Degenerate magic will make the battle a little less difficult. Beating Durahan will allow you to access the Catacombs.

CATACOMBS

Corridor

By this point, you should be concentrating on using certain weapons for certain

types of enemies. The Ghost is particularly weak against the Rending Gale Break Art, so use it liberally.



Lizardman

The Lizardmen are susceptible to Spirit Surge and physical attacks on their bodies. Defeating them nets you the Lily Sigil.



Dragon

Vagrant Story is ripe with Dragons. You'll find them in almost every major area. The nice thing is that, outside of different elemental affinities, you can use the same strategy to fight every one of them. Move in under its neck quickly and aim for the head. Physical attacks on the head and neck will do the most damage to the brute. Because you're under its neck, it can only do physical attacks to you, saving you the worry of its incredibly powerful breath attacks.



TOWN CENTER WEST

Soldiers

The two lackeys accompanying their captain are easy to take out with regular attacks. The captain, however, is a little more difficult. Concentrate on his head and be ready to deal with his Explosion spell. Defeating him nets you the Crimson Key.

SANCTUM

Golem

The Golem is weak against Spirit Surge magic; otherwise, physical attacks on his legs are the most effective. Upon defeating him return to the "Corridor of the Clerics" and head north.

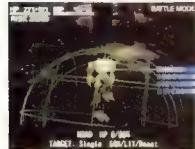
ABANDONED MINES B1

As with Dragons, you should concentrate your physical attacks on the neck or head—and the tail if you can reach it. Remember to place Ashley directly under the Wyvern's neck to avoid a lot of damage. To the victor goes the Hyacinth Sigil.



If you have the Vile Scar Break Art, use it here. Otherwise, up the fire-affinity of your equipment and concentrate your attacks on the Elemental's body.

Vile Scar works well against this bruiser, too. Use a weapon with a high Beast class and go to town on his head for the best results.



UNDERCITY WEST

Giant Crab

This huge crustacean has tender claws. Use this knowledge to your advantage and unload with a barrage of chained attacks.

SNOWFLY FOREST

Earth Dragon

Use any items that raise the earth-affinity of your weapons and armor. Once that's done, the Earth Dragon will go down just the same way as all its dead cousins—multiple chain attacks to the head and neck area.

Grissom/Dark Knight

Don't attack Sydney! Yeah, we know he's been annoying the heck out of you up until now, but leaving him alone in this battle will help Ashley. Concentrate on taking out Grissom first by using physical attacks on his body. Next, tackle the Dark Knight with physical attacks in the chest area. Sydney will cast some supporting spells during the battle, making relatively short work of the dastardly duo.

THE KEEP

Cast a Spell

Use a weapon with a high Human rating and focus your attack's on this turncoat's body and legs. Casting Silent on him will help your cause, too.



ABANDONED MINES B2

Phantom

Ashley's Heal spell is your best friend; keep his HP at maximum the entire time. Aim for its legs and arms to win. The following room contains a save point.

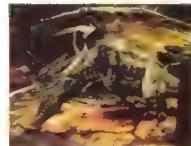


Earth Elemental

Physical attacks to the head and Thunderburst magic both work well against this butt-ugly antagonist. Once he's down for the count, don't waste any time heading north—that clock's still counting down!

Dragon

Not much to say about this fight outside of the standard advice. Stand under its neck and hawk away at its head with some chain combos.



UNDERCITY EAST

Lich

The Lich likes to teleport around the room a lot. You can use this to your advantage, though, since standing in one place will eventually bring the creature to you. Simply keep tapping your Attack button and eventually the Lich will end up in Ashley's range. The body is its weakest point.



Beast

This thing doesn't like a sword to the neck (or any other weapon for that matter). Any tool with a high Beast rating should make short work of the Beast.

Armor

This boss acts very much like the Durahan Ashley fought at the beginning of the game. Use a weapon rated high in Evil and aim for the abdomen. Once he's gone, go south again.

Temple of Kiltia Puzzle Rooms



Puzzle 1:

Push crate 2 west once. Destroy crate 5. Push crate 4 five south and three east. Destroy crate 2. Push crate 3 one east. Push crate 1 one east and three north. Push crate 3 one east. Push crate 4 five north. Destroy crate 3. Push crate 1 five north. Push crate 4 one west and then four north. Push crate 6 one north, then one space east, one space north, one space west, then north until you hit the wall. Climb up and enter northern door.



Puzzle 2:

This is the least tedious and difficult of the three Temple of Kiltia Puzzles. Follow these simple orders closely and you will be deemed successful: Push stone block 3 north twice and west once. Push stone block 4 west once, north once, east once and south once. Push steel block 5 east, north and east again. Now push sliding crate 1 north and use it to jump to the platform above. Now drop into the next puzzle.



Puzzle 3:

Push steel block 4 south. Push stone block 3 north once, west once. Push steel block 5 west so it slides into stone block 3. Push sliding crate 1 north to rest on steel block 5. Destroy sliding crate 2. Push stone block 3 north once. Push steel block 4 west so it strikes stone block 3. Push sliding crate 1 north once more. Use the new tower to climb to the northern door. Unlock door with the Silver Key and continue on to "Those Who Fear the Light."

All Characters

More Puzzles

Tarot Reading

Talk Demonstration

Civilization II Money Code

Cool Boarders 4

Crash Bandicoot All Levels

Every Mountain Available
Every Special Event Available

**Heesa/Tieger**

Even though Ashley's outnumbered, at this point in the game he should enjoy a distinct advantage in both speed and power against these two foolhardy souls. Especially helpful is the fact that you need only defeat one of them to end the battle. Concentrate your aggression on Tieger, particularly his arms. A few well-placed chain combos will finish him off quickly.

LIMESTONE QUARRY**Water Elemental**

Using a weapon possessing a high Phantom rating, beat on the Water Elemental's head for a while to see the best results. Destroying him nets Ashley the Avalanche Grimoire.

Ogre Lord

The Ogre Lord won't put up much of a fight, but his tornado attack can be particularly nasty. It's a double-sided situation, though, since his body is extremely weak and susceptible to physical damage immediately after casting his spell.

**Frost Dragon**

Yes, the same tactics that worked on previous dragons will work with the Frost Dragon. However, by now

Ashley should have earned the Reflect Damage Defense Ability. Use it during physical attacks to speed up the demise of the Frost Dragon.

TEMPLE OF KILTIA**Minotaur**

Fight this brute the same way you did when you fought his cousin earlier in the game. Aim for the legs with physical attacks.

Statue

Not much of a fighter, use a weapon with a high Human classification and pummel its legs relentlessly. Defeating it opens the path to the final area of the game.

**GREAT CATHEDRAL****Marid**

Marid uses water-based attacks, so use magic to bring up the water-affinity of Ashley's armor. Concentrate your attacks to Marid's head using a weapon with a high Phantom classification.

**Crash Team Racing**

Unlock Pinstripe: *Unlocked*

More Tracks: *Unlocked*

Unlock Komodo Joe: Press Down

Unlock Papu Papu: Press Left, Right, Circle, Left

Scrapbook Option: *Unlocked*

Frit

Any SquareSoft fan will recognize this character and know that it's particularly fond of flame attacks. That said, use a spell to raise your flame affinity and attack its head with a Phantom-class weapon.

Iron Crab

You might recognize this thing from earlier in the game. This relative of the Giant Crab is a bit stronger, but he'll fall to the same battle tactics. Equip a weapon with a high Beast rating and hack away at its claws.

**Arch Dragon**

The final Dragon in *Vagrant Story* really isn't any more difficult than the countless others Ashley has faced, save for the fact that it has a breath attack which will suck both HP and a massive amount of MP from our hero. However, using the old "stand under the neck, attack the head" technique will make the Arch Dragon's breath attack a moot point.

**Dao**

Dao looks and acts a lot like an Earth Elemental. He uses Gaia spells mostly and is very fast. Use a Phantom class weapon, preferably one with a long range, and concentrate your attacks on his arms and head. Since he's so fast, it might be a good idea to let him cast all the spells he wants until he runs out of magic—then, you can corner him and wait away until he falls.

**Flame Dragon**

If you don't know how to fight a Dragon at this point in the game, you simply haven't been paying attention. That's 100 demerits! Anyway, place yourself below its neck and hack away at its head with a Dragon-class weapon to defeat it.

**Knightmare**

This guy likes flame magic. Use a Phantom-class weapon and punch a hole through his chest to make short work of him.

Here are some tips to get through the final 3 levels of SF2. Good Luck!



LEVEL 19: NEW YORK SLUMS

① Grab the Flak Jacket if you're damaged from the previous level. Run down the next street and grab the G-18 in the little alleyway around the first corner.

② You'll need to shoot the lock off the door and proceed inside of the pawn shop. There will be several guards inside, all of which should be taken out with the G-18. Continue through the back of the building and grab the M-16 before leaving.

③ Here's where you'll need to drop down over the edge of the building and lower yourself to safety. You can also run around the corner to witness several S.W.A.T. troops being turned into minced meat from the snipers lurking in the shadows overhead.

Immediately run down the stairs and into the sniper building.

④ The entrance is sort of hidden unless you know where to look, so here's where you'll enter the sniper building. Find the Sprinkler Switch below some shaggy floor tiles, then continue through the labyrinthine hallways.

⑤ When you reach the snipers (there's only two of them), equip your G-18 and go for head shots. Jump out the window when you're ready to progress.

⑥ The S.W.A.T. officer will tell you to throw down your weapons and come out in the open. Instead, just stay hidden until he's smashed into the wall by the truck.

⑦ Talk to the officer and take out the two snipers as soon as possible. When you get to the stairs, you'll have to go up three or four flights taking out enemy agents before finally completing the level.



Make sure you line up with the awning on the building below.



LEVEL 20: NEW YORK SEWER

[Note: This entire level basically consists of Gabe running around chasing after the bull-headed Teresa, blasting everything he sees until he reaches the top of the parking garage. Keep in mind that the level plays home to the infamous "Magic Guards" from the original Syphon Filter. For those of

you who don't remember, a Magic Guard is one that continually respawns no matter how many times you kill him. Conserve ammo and avoid as many of them as you can.]

① You'll want to stay close to Teresa, since she has an AUS-Shotgun (one of the few guns in

the game that actually reloads "half-ass"). She'll take care of the guards straight ahead of you, so try and concentrate on the guys who approach from the flank.

② The only other worry is when you climb up the stairs in the parking garage. Make sure that

you grab the M-79s from the four traps who come pouring out of the main room so you can use them on the enemy agents while you're climbing. Once you get to the top floor, you'll find Stevens being held at gunpoint by Teresa. Finish him off and the level will be complete.



This is one of the few levels that contains "Magic Guards." Be smart and conserve ammunition.



LEVEL 21: FINALE

[Note: On top of everything else, that you'll be worrying about, it is absolutely essential that you stay mobile during this entire battle. The second you stop moving is the second you'll STOP MOVING, if you know what we mean.]

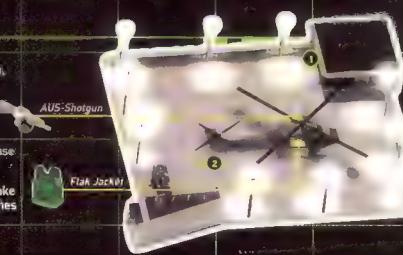
① Almost immediately, Chance will begin unloading with his AUS-Shotgun. To dodge his initial barrage, just slip out the door to the

right and take cover behind the car. If you feel that he's still following you, step away from the car and begin rolling toward the chopper as quickly as you can. Roll under the tail, then grab the Flak Jacket on the other side.

② You'll need to wait for him to come around to you, at which point you can roll back under the tail and pick up the AUS-Shotgun. Roll

back to the other side once again, then try to lure him near the rotating tail rotor of the helicopter.

③ Line up Chance between yourself and the tail rotor, then use the AUS-Shotgun to knock him backwards. You'll only have 12 rounds to knock him back, so make every round count. Once he touches the blades, the game is over.



No Police.
10,000,000 Points
Multiplier x5
All Weapons
Unlimited Energy
Most Wanted:

Endless
Level Selection
Time Trial

Jade Cocoon:
Story of the Tamamayu
Free Mugworts

Unlock Mills Lane

Grand Theft Auto 2

For PlayStation 2
Developed by Rockstar North
Entertainment Software Rating: E10+
Available at participating GameStop locations

Knockout Kings 2000

Pulsating Heads



TRIPLE PLAY 2001 (CONT.)

Power-up Speed (*Every player on team's speed attributes slightly increase*) – six SB in a game by team

Invisible Players – Three Triples in a game by team

Big Bat – Two HR by same player in a game

Small Bat – Three Strikeouts by same player in a game

Pulsating Ball – Five Runs Scored by same player in a game

Superstar Difficulty (*Better than All-Star*) – Defeat a team in Single Game with All-Star difficulty setting

CPU Asset (*Catch-up logic*) – Defeat a team by more than 10 runs

UNLOCKING THE HIDDEN LEGENDS

Hank Aaron – Two HR over 500 ft. from same player in same game (any team) OR hit 50 HR in one season with an Atlanta Braves (*Season Mode only*)

Babe Ruth – Hit a HR with the pitcher (any team) OR Win the World Series with Boston (*break the Curse of the Bambino*)

Willie Mays – Four Diving Putouts (*catches over the wall climbs/dive and throw out runner*) in a game (any team) OR collect a HR, a SB, and make a Diving Putout with the same player in any post-season game (*Season Mode only*)

Frank Robinson – Lead-off the game with Back-To-Back HRs (any team) OR Player from user team wins National League Triple Crown (*Season*)

Harmon Killebrew – Three HR over 500 ft. from any players in same game OR win the World Series with the Minnesota Twins (*Season Mode only*)

Reggie Jackson – Hit to HR as a team in a game (any mode) or hit three HR with the same player in any World Series game (*Season Mode only*)

Mike Schmidt – Four HR from same player in same game (any team) OR win the World Series with the Philadelphia Phillies (*Season Mode only*)

Mickey Mantle – Hit a home run longer than 565 feet (any team) OR have a player from a user team win an American League Triple Crown (*Season Mode only*)

Jimmie Foxx – Eight RBI's from same player in same game (any team) OR collect 175 or more RBI's in a



DRIVER

YOU ARE THE WHEELMAN™

"humidity at its best..."

Miami, Florida

Map Key

- Objectives 1 & 2
- Objectives 3 & 4
- Metals (start)

The Training Level

Burnout, Speed and Brake Test:

Burn out (O) toward the wall and build up speed, then scream to a halt just short of the wall with your standard brakes (D). This'll achieve Burnout, Speed and Brake Test.

Still facing the wall, just throw it in reverse (hold D) and go full throttle until you are halfway through the garage, then let off the gas and throw it into 1st gear as you spin around. Get on the gas during the transition (X) and you'll take care of the Reverse 180.

Now accelerate forward, and use the handbrake (Δ) as you make a hard right with the steering wheel to make a 180-degree spin. This will take care of the Handbrake and 180.

Do a quick 360-degree spin in the middle by holding the button bottom (O) while steering hard right. This will take care of the 360.

You should still have at least 20 seconds to take your lap around the post, then proceed to a station in between one row of pylons and back. This will take care of the last two requirements, Lap and Station.

Mission 1: The Bank Job

Objective 1 – Get to the Bank
Don't worry about the cops on this level, they're relatively easy to shake. Just if you arrive too early at the bank, the pickup can't get there with only about 10 seconds remaining.

Objective 2 – Get to the Lock-Up
Three homies, the cops will hold your door open even if you're not speeding or breaking. Keep your eye on the radar and your foot on the gas pedal.

Mission 2: Hide the Evidence

Objective 1 – Take it to the Breakers
If the narrow highway and street are too tight over the man bridge, then go on the four-lane road. It's much easier, than to try to lose the tail at the end of the road.

Mission 3: Ticco's Ride

Objective 1 – Pick up Ticco
There are two ways on this mission. If you don't attract police if possible, just restart the mission and try again.

LUNAR: Silver Star Story Complete

Lords of Lunar Mini-Game: Making Of Lunar

Tricks

Medal of Honor

Take the Enigma Machine

Captain Dye Mode:

Thin a man in his mode

Outplayer

Characters by winning the game's secret communication.

Nifty Multiplayer Power-ups: Go to the Enigma machine and starting ear... Enter DENNISMODE to turn Nifty Multiplayer Power-ups.

American Movie Mode: Enigma machine be American Movie Mode. Enter SPRECHEN, the Germans. American Movie Mode is much like a ten-second time limit.



Metal Gear Solid

During the brief but grueling mission to infiltrate the base on Shadow Moses Island, Snake will find many intriguing secrets. Some of them are more fun than others to fiddle with, but they all deserve some recognition! Below you will find a compilation of secrets and tactics that will surely make your gaming experience more enjoyable.



Sankar Iyer

Snake has a few important techniques that will make your mission much easier.

1. **Run-and-Shoot Technique:** Press the Crawl button while you are pressing the Weapon button, then just point in the direction that you want to Run n Shoot
 2. **Peeking:** Press the R1 button while in First-person View Mode to step to the right, and L1 button to step to the left. This is great for peeking around corners
 3. **Strangling:** Press the Weapon button (without pressing the Directional button) close to an enemy. If you have no weapons equipped, you can break the enemy's neck by repeatedly pressing the Weapon button 11 times once you have him grappled
 4. **Laser-Aiming Module:** Your laser will automatically track onto the nearest enemy when drawn. You have to be in range though; it's usually about $\frac{3}{4}$ of a screen distance
 5. **Take Out the Cameras:** Later in the game, you'll get the Nikita Launcher, which is great for taking out Cameras or Remote Guns. If a camera's giving you a lot of trouble, take it out!

Messin' With Merv!



Frequency Table



1. 2. 3. 4. 5. 6. 7. 8. 9. 10.
11. 12. 13. 14. 15. 16. 17. 18. 19. 20.
21. 22. 23. 24. 25. 26. 27. 28. 29. 30.
31. 32. 33. 34. 35. 36. 37. 38. 39. 40.
41. 42. 43. 44. 45. 46. 47. 48. 49. 50.
51. 52. 53. 54. 55. 56. 57. 58. 59. 60.
61. 62. 63. 64. 65. 66. 67. 68. 69. 70.
71. 72. 73. 74. 75. 76. 77. 78. 79. 80.
81. 82. 83. 84. 85. 86. 87. 88. 89. 90.
91. 92. 93. 94. 95. 96. 97. 98. 99. 100.

Mission: Impossible
Turbo Ethan: B+ TANDEM
Stiff as a Board: ABBE FTF
Longer Jumps: B ON CUMPER
Slow Motion Mode: INT RET TODAY
See FMVs: SECFOR MOVE

Developer's Message

Nascar Rumble

Tracks and Pro Drivers

A screenshot of the game's level selection screen. The title "Oddworld: Abe's Exoddus" is at the top. Below it, "Level Select" is displayed. The levels are listed as follows:

- 1. The Land of the Boring
- 2. The Land of the Deep
- 3. The Land of the Dark
- 4. The Land of the Deep
- 5. The Land of the Dark
- 6. The Land of the Deep
- 7. The Land of the Dark
- 8. The Land of the Deep
- 9. The Land of the Dark
- 10. The Land of the Deep

At the bottom, there is a button labeled "View all FMVs".

Invincibility: What is it? What
are the principles? The Trans-
formational Powers?
Next Section Warp: T

More Secrets...

Showin' Her Stripes

If the time from when you enter the bathroom and get to the last stall is under five seconds, you'll see Meryl in a slightly different outfit.



Is that a PlayStation I see?

Why yes it is! It's located in the room where you fight the Ninja, on the center table. Was Otacon playing games while he should have been working?

Fighting Mantis, The Alternative Way?

After Campbell tells you to switch controller ports, **click**. There is actually an alternative way to beat him! Call Campbell again, and he'll tell you to attack the statues on the sides of his room. Once you break the statues, attack him as normal, except you don't have to change controller port!

Get Campbell Tickled!

[1] Are the ravens outside Vulcan's lair getting you angry? Take 'em out with the PSG-1! Listen to Campbell's reaction afterward.

[2] Kill the rats with your PSG-1 above Sniper Wolf in the Comms Tower; listen to Campbell rant about you wasting time.

[1] Wolves

Sometimes, you'll see a heart insignia over the wolves' heads. What does this represent? They can smell Sniper Wolf's scarf on you.

[2] Action!

Wanna flirt with Mei Ling? Just call her five or six consecutive times and pick the option not to save. She'll begin to blurt, say something interesting, then smile at you. The sixth time she'll even stick her tongue out at ya!



Meryl/Psycho Cam?

Just before you fight Psycho Mantis, go into first person view mode and check out a profile of yourself through Meryl's eyes! It also works with Psycho during the actual battle with him. Creepy.

Psycho Mantis

When fighting Psycho Mantis, you'll notice him say "he'll...read deeper into your soul." When he does this, he's really searching your memory card for Konami saved games! Castlevania, Skudiken, Azure Dreams, IS Soccer and more!

All Force Power

Red Power-Up:

Blue Power-Up:

Yellow Power-Up:

Level Select

TRIPLE PLAY 2001 (CONT.)

season with the same player. *(Season Mode only)*
W.L. Money - Hit Back To Back To Back home runs in a game. *(Any team)* OR win the World Series with the San Francisco Giants. *(Season Mode only)*

W.R. - Collect Six Hits with the same player in a game. *(Any team)* OR have a player hit .400 in an entire season.

Eddie Mathews - One Triple Play *(Any team)* OR Win The Home Run Crown with a Milwaukee Brewer. *(Season Mode only)*

Eric Burkh - Six Double Plays *(Any team)* OR win the World Series with the Chicago Cubs. *(Season Mode only)*

M.H. - Hit A Home Run with someone who is 57 or less. *(Any team, including created players)* OR hit a grand slam home run in any post-season game. *(Season Mode only)*

E.S. Morris - Hit A Home Run from both sides of the plate in a game with same player. *(Any team)* OR Win The World Series with the Baltimore Orioles. *(Season Mode only)*

Less Holmes - Have a user-controlled player hit For The Cycle in a game. *(Any model)* OR win 117 or more games with a user-controlled team in a season. *(Season Mode only)*

J.W. Robinson - Steal Four Bases with the same player. *(Any model)* OR Steal Home in any post-season game. *(Season Mode only)*

T.J. - Steal Home two times in same game. *(Any team)* OR win the World Series with the Detroit Tigers. *(Season Mode only)*

Sfeldt, Mike - Strike Out Five Consistent Batters with the same pitcher in a game. *(Any model)* OR Strike Out 150 Or More Batters with the same pitcher in a season. *(Season Mode only)*

C.Y. Young - Pitch A Complete Game Shutout *(minimum five innings)* - any team) OR Win 25 or more games with the same pitcher in a season. *(Season Mode only)*

Land Stadium - Win A Game By Three Runs in the following stadiums: Coors Field, Pacific Bell Park, Kauffman Stadium, Edison International Field or AT&T Stadium - Hit A Ground Rule Double in a game in any stadium.



Time to Complete

of Saves

of Continues

of Times Found

of Enemies Killed

of Rations Used

Special Items Used

If you shoot for the best rating, Big Boss, it

seems as if the lower-

the number the better. Kill under 25 enemies, eat one ration or less, get detected less than four times, use no continues and finish the game in under three hours. Depending on which difficulty you play the game on (Easy, Normal, Hard and Extreme), the rankings will differ.

Computer Modes

There are so many modes in Metal Gear Solid. First comes the name of the mode, followed by how to get it.

VR training with the SOCOM, beat all 10 Time Attack levels to get it.

All Gun Shooting levels combined into one huge level; beat all 10 Gun Shooting levels to get it.

Computer Wizard runs through and shows you how to beat all the Gun Shooting levels; beat Survival Mode to get it.

Takes the normal game and makes it real hard. No radar, less rations, less ammo, and tougher enemies. Beat the game once on any difficulty.

A photo editor where you can save and edit your pictures taken with the Camera.

Allows you to go through and view all the game's cinematics. To get it, you'll have to beat the game on any difficulty setting. There are two "Rolls Roll A" is Meryl's Ending, and Roll B is Otacon's ending.

The "Special" Items



Shows the current camera settings. Options include Off, On and a camera icon.



Shows the current camera settings. Options include Off, On and a camera icon.



Shows the current camera settings. Options include Off, On and a camera icon.



Shows the current camera settings. Options include Off, On and a camera icon.



Shows the current camera settings. Options include Off, On and a camera icon.



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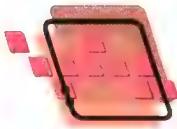
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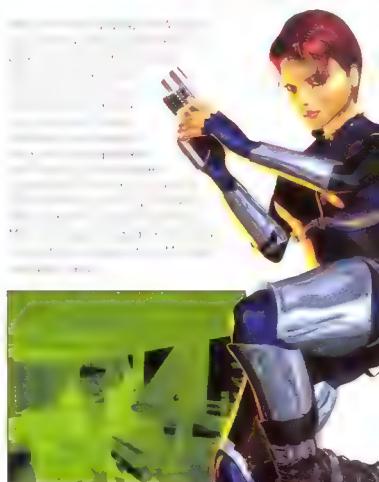
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